STARFINDER

TECH REVOLUTION

THE PACT WORLDS SYSTEM

APOSTAE

AUCTURN

BRETHEDA

LIAVARA

TRIAXUS

EOX

THE DIASPORA

IDARI

VERCES

ABSALOM STATION

AKITON

CASTROVEL

ABALLON

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This book refers to several other Starfinder products, but these additional supplements are not required to make use of this book. Readers interested in references to Starfinder hardcovers can find the complete rules of these books available for free at **paizo.com/sfrd**.

AR *Armory*
COM *Character Operations Manual*
NS *Near Space*
PW *Pact Worlds*

OVERVIEW

The trusty laser pistol, the battle-scarred giant robot, the hacker's computer tapped into an enemy mainframe, and the grizzled starship held together by grease and grit. At the heart of science-fantasy lies extraordinary technology, each invention an engineering miracle. The Starfinder Roleplaying Game presents a taste of technology's wonders in the *Core Rulebook* and the wealth of adventuring gear in the *Armory*, yet with each new option come new questions that a line of statistics can't necessarily answer. What are the implications of a society where this technology exists? How common is this technology, and how long has it existed? How widespread are cybernetic augmentations? Can a PC wear powered armor to that dinner party? Where did that armor come from, anyway? And in a galaxy with so many engineering marvels, what else is possible? These aren't just questions of idle curiosity; each conveys something crucial about the setting that can inspire new characters, conflicts, and stories.

Exploring these vast implications far exceeds a mere sidebar or article. The ideal format would have pages dedicated to each aspect of technology, from food preparation and music to medicine and everything between. It would have new gear that pushes the limits of what's come before and new class options that explore these novel ideas. It could reimagine and expand the game's approach to technological encounters, like hacking and demolitions, to open up wholly new ways to play the game. And why not add in some of the huge technologies that players have requested for years, too: ways to upgrade your beloved enercycle, rules for creating a custom ride, or even systems for constructing titanic mechs that tower over the opposition and wrestle with colossal creatures? All of this wouldn't just require an entire book; it would require a whole new way of understanding the science-fantasy setting—a revolution, if you will.

Starfinder Tech Revolution expands the setting and gameplay options, providing your characters the context and rules needed to thrive in Starfinder's diverse, futuristic societies. In Chapter 1, you'll find not only find exciting options for familiar classes—new mechanic drones, otherworldly devices for witchwarpers to conjure, and an electromagnetic spin on solarians—but also the nanocyte, a new class that wields impossibly small nanites to accomplish truly monumental feats. You'll find the nanocyte's archetype rules and class graft options below. Chapter 2 expands your arsenal with shoulder-mounted rocket pods, hoverchairs, and new powered armor, plus new approaches to alien technology, demolitions, and hacking.

Chapters 3 and 4 crank up the energy, reimagining huge technologies iconic to the science-fantasy genre: vehicles and mechs. Starfinder already includes dozens of premade vehicles, but the game lacked two classic opportunities: upgrading your vehicle with new features, and creating your own unique vehicle from scratch. *Tech Revolution* provides both, plus GM advice for creating exciting vehicle encounters that show off those fancy new rides. Or, you can jump right to your very own massive mech, complete with weapons that punch holes in titanic beasts and technomagical frames that can deflect lasers, teleport across battlefields, and more.

Fun options deserve seamless incorporation into the setting. In Chapter 5, you'll find articles covering myriad cultural and engineering topics, each written to give you a snapshot of technologies throughout the Pact Worlds (and beyond), while also providing names of common products your characters might enjoy, companies that might hire or oppose your PCs, and celebrities your icon might aspire to outshine.

So keep reading, and revolutionize your Starfinder experience!

NANOCYTE ARCHETYPE

An archetype grants alternate class features that replace features normally granted by a class at several levels; full rules for archetypes appear on page 126 of the *Core Rulebook*.

- ⚙ **Multilevel** **2nd, 4th, 6th, 12th, and 18th levels:** You don't gain a knack.
- ⚙ **9th Level** You don't gain the secondary faculty or secondary faculty technique class features at 9th level. Instead you gain both at 10th level, and you don't gain the knack normally gained at 10th level. You still treat your effective nanocyte level as your nanocyte level − 8 for the purposes of your secondary faculty techniques.

NANOCYTE CLASS GRAFT

To add nanocyte mechanics to an NPC, you can apply the nanocyte class graft below, following the rules for class grafts found on page 137 of the *Alien Archive*.

Special Rules: Choose a primary nanite faculty (nanocyte NPCs of CR 9 and higher receive a secondary nanite faculty as well). The nanocyte creature's nanite faculty abilities must come from the selected nanite faculties. Any nanite faculty abilities that aren't relevant to the nanocyte creature can be skipped (or simply be incorporated into the creature's statistics) and don't need to appear in the creature's stat block.

A nanocyte NPC doesn't gain nanite surges but can spend a Resolve Point in place of a nanite surge to augment nanocyte abilities. The nanocyte gains the nanite array ability but uses the following simplified variants of the three arrays that replace level-based effects.

Cloud: The nanites create a cloud, filling a number of contiguous squares equal to the nanocyte's Constitution modifier plus 1/3 × the nanocyte's CR (rounded up). If the nanocyte spends a Resolve Point when creating this array, the cloud provides a 10% miss chance (20% at CR 7 or higher).

Gear: The nanocyte knows how to create 3 weapons (item level = CR) and 3 technological items (item level = CR or lower).

Sheath: The nanocyte gains a +2 bonus to Reflex saving throws. The nanocyte gains a +5 insight bonus to one of its good skills, chosen when activating the array. If the nanocyte spends a Resolve Point when creating this array, it gains temporary Hit Points equal to its CR.

In addition, use the following simplified version of the manifold array ability for nanocytes of CR 7 or higher.

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Manifold Array: The nanocyte can maintain two nanite arrays simultaneously.

Infinite Array: Once per day when reduced to 0 HP, the nanocyte can disperse into a nanite mist at the beginning of its next turn, fly up to 30 feet, and reform, restoring it to life with half its maximum Hit Points. The nanocyte reappears upright, wielding any of its gear, and can act on its turn as normal.

Required Array: Combatant.

Adjustments: +2 to Fortitude saving throws.

Ability Score Modifiers: A nanocyte creature should arrange its ability score modifiers depending on its focus in combat.

Melee: Strength, Constitution, Dexterity

Ranged: Dexterity, Constitution, Intelligence

Gear: Light armor (item level = CR), ammunition suitable for any nanite gear weapons, plus either an advanced melee weapon (item level = CR) or a longarm (item level = CR).

Abilities

All CRs: Nanite array and 1st-level nanite faculty technique.

CR 2: Defensive dispersal and one 2nd-level nanocyte knack.

CR 4: Defensive dispersal and two 2nd-level nanocyte knacks.

CR 5: Defensive dispersal, one 2nd-level nanocyte knack, and 5th-level nanite faculty technique.

CR 6: Defensive dispersal, one 2nd-level nanocyte knack, one 6th-level nanocyte knack, and 5th-level nanite faculty technique.

CR 7: Defensive dispersal, manifold array, one 2nd-level nanocyte knack, one 6th-level nanocyte knack, and 5th-level nanite faculty technique.

CR 8: Defensive dispersal, manifold array, two 6th-level nanocyte knacks, and 5th-level nanite faculty technique.

CR 9: Defensive dispersal, manifold array, two 6th-level nanocyte knacks, and 5th- and 9th-level nanite faculty techniques.

CR 10: Defensive dispersal, manifold array, one 6th-level nanocyte knack, one 10th-level nanocyte knack, and 5th- and 9th-level nanite faculty techniques.

CR 12: Defensive dispersal, manifold array, two 10th-level nanocyte knacks, and 5th- and 9th-level nanite faculty techniques.

CR 13: Defensive dispersal; manifold array; two 10th-level nanocyte knacks; and 5th-, 9th-, and 13th-level nanite faculty techniques.

CR 14: Defensive dispersal; manifold array; one 10th-level nanocyte knack; one 14th-level nanocyte knack; and 5th-, 9th-, and 13th-level nanite faculty techniques.

CR 16: Defensive dispersal; manifold array; two 14th-level nanocyte knacks; and 5th-, 9th-, and 13th-level nanite faculty techniques.

CR 17: Defensive dispersal; manifold array; two 14th-level nanocyte knacks; and 5th-, 9th-, 13th-, and 17th-level nanite faculty techniques.

CR 18: Defensive dispersal; manifold array; one 14th-level nanocyte knack; one 18th-level nanocyte knack; and 5th-, 9th-, 13th-, and 17th-level nanite faculty techniques.

CR 20: Defensive dispersal; infinite array; manifold array; two 14th-level nanocyte knacks; and 5th-, 9th-, and 13th-, and 17th-level nanite faculty techniques.
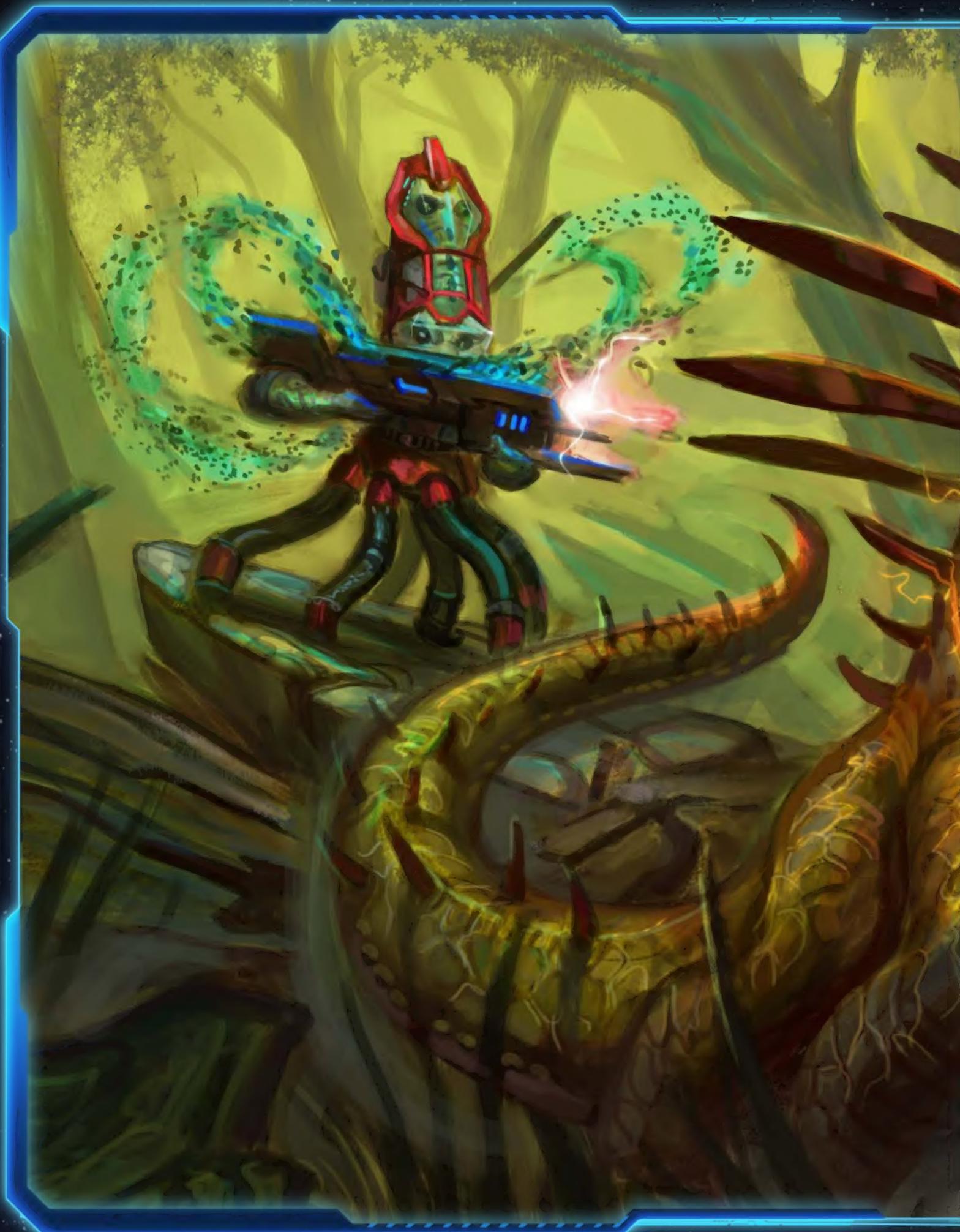
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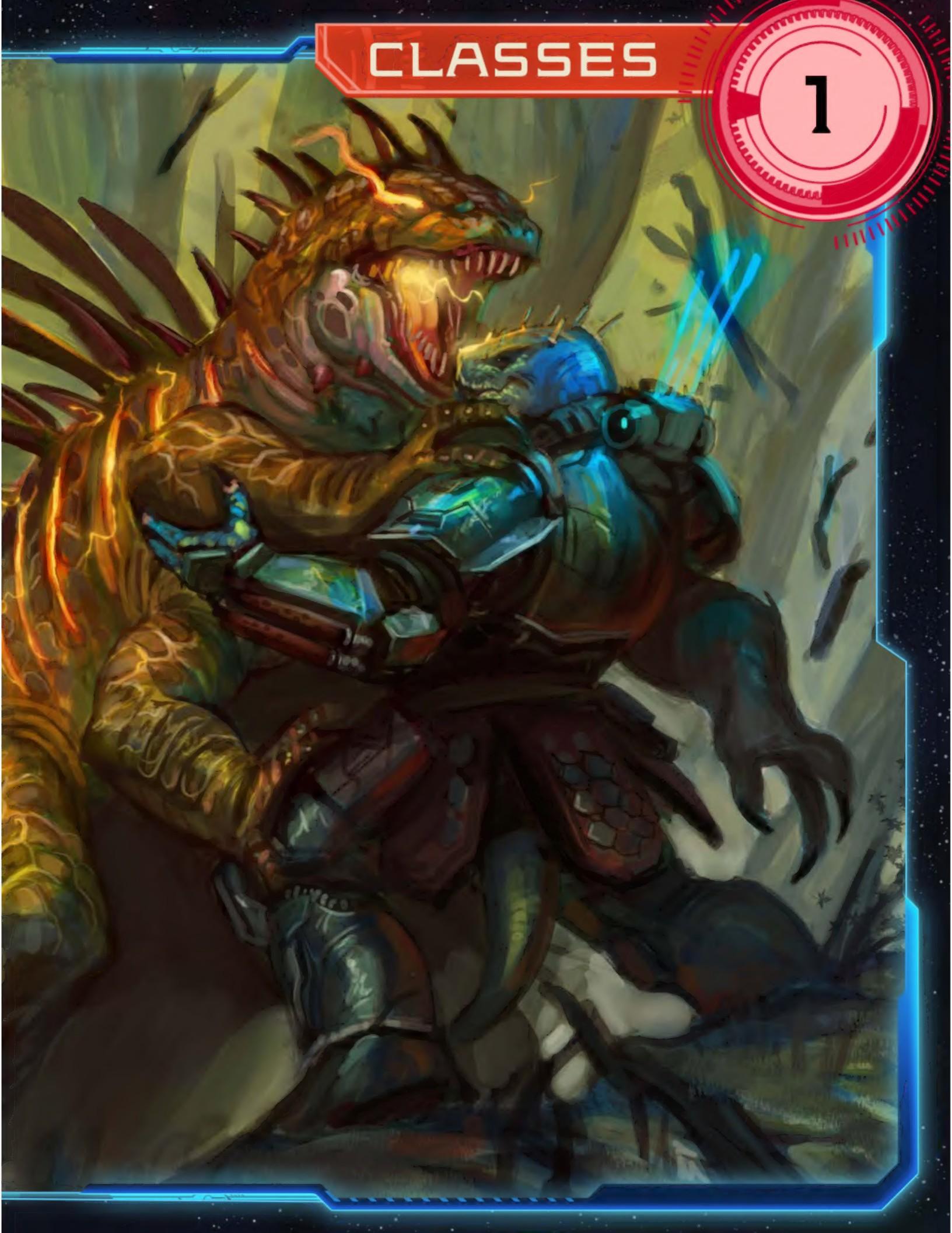
NANOCYTE

STAMINA POINTS
6 + Constitution modifier

6 HP

Your body houses an untold number of nanites, tiny machines that can grant you incredible fortitude, transform into tools, and course across the battlefield to decimate your foes. Your total control of these nanites makes you an adept combatant who can manifest the perfect weapon or tool at a moment's notice. Whether your powers stem from accidental infection, excruciating experiments, or voluntary symbiosis, your nanites grow stronger by the day as you gradually transform into a being more machine than mortal.

KEY ABILITY SCORE

Your Constitution augments your nanites and helps you sustain a larger swarm, so Constitution is your key ability score. Strength and Dexterity can boost your combat effectiveness, whereas Intelligence greatly improves your skills.

CLASS SKILLS

SKILL RANKS PER LEVEL
6 + INTELLIGENCE MODIFIER

Acrobatics (Dex)	Perception (Wis)
Athletics (Str)	Physical Science (Int)
Computers (Int)	Piloting (Dex)
Engineering (Int)	Profession (Cha, Int, or Wis)
Life Science (Int)	Sleight of Hand (Dex)
Medicine (Int)	Stealth (Dex)

PROFICIENCIES

ARMOR PROFICIENCY
Light armor

WEAPON PROFICIENCY
Basic and advanced melee weapons, small arms, and longarms

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TABLE 1-1: NANOCYTE

BASE CLASS LEVEL	FORT ATTACK BONUS	REF SAVE BONUS	WILL SAVE BONUS	SAVE BONUS	CLASS FEATURES	MAJOR FORMS	MINOR FORMS
1	+1	+2	+0	+0	Nanite array, nanite surge, primary nanite faculty, primary faculty technique	2	3
2	+2	+3	+0	+0	Defensive dispersal, nanocyte knack	2	4
3	+3	+3	+1	+1	Cyto-conversion (+1), weapon specialization	3	4
4	+4	+4	+1	+1	Nanocyte knack	3	5
5	+5	+4	+1	+1	Primary faculty technique	4	5
6	+6	+5	+2	+2	Nanocyte knack	4	6
7	+7	+5	+2	+2	Manifold array (two arrays)	4	6
8	+8	+6	+2	+2	Nanocyte knack	4	7
9	+9	+6	+3	+3	Primary faculty technique, secondary nanite faculty, secondary faculty technique	5	7
10	+10	+7	+3	+3	Cyto-conversion (+2), nanocyte knack	5	8
11	+11	+7	+3	+3	Eternal nanites	5	8
12	+12	+8	+4	+4	Nanocyte knack	5	9
13	+13	+8	+4	+4	Primary faculty technique, secondary faculty technique	6	9
14	+14	+9	+4	+4	Nanocyte knack	6	10
15	+15	+9	+5	+5	Manifold array (three arrays)	6	10
16	+16	+10	+5	+5	Cyto-conversion (+3), nanocyte knack	6	11
17	+17	+10	+5	+5	Primary faculty technique, secondary faculty technique	7	11
18	+18	+11	+6	+6	Nanocyte knack	7	12
19	+19	+11	+6	+6	Living legion	7	12
20	+20	+12	+6	+6	Infinite array, nanocyte knack	7	13

NANITE SURGE (EX) `1st Level`

In certain situations, you can use a nanite surge to push your nanites to perform extraordinary feats a number of times per day equal to half your nanocyte level plus your Constitution modifier; the exact benefits vary by circumstance and are explained in the abilities below. At 5th level, you can spend 1 Resolve Point to gain and immediately use an additional nanite surge. You can use this ability multiple times.

NANITE ARRAY (EX) `1st Level`

Your body hosts a multitude of nanites that you can direct to take one of three forms, called arrays. They can flood out of your body to form a cloud, combine to temporarily create items, or mobilize within you to amplify your physical abilities.

As a move action, you can direct your nanites to adopt an array. You can have only one array active at a time. Alternatively, you can use a nanite surge (above) to form or switch arrays as a swift action. The nanites maintain their array until you direct them into a different array, you fall unconscious, or you end your turn more than 10 feet from the array. If an array ends without being turned into a different array, the nanites disperse and return to your body at the beginning of your next turn and await further instructions. If you aren't within 60 feet of the array or the array is physically blocked from reaching you, the nanites instead break down, and you can't use your nanite array again until you spend 1 Resolve Point and take a full action to create a replacement array.

Your nanites are technological in nature and can be detected by spells (such as *detect tech*), but they aren't otherwise subject to effects that affect technology.

The three forms of nanite arrays—sheath, cloud, and gear—provide the following benefits only while the specific array is active.

Sheath Array

The nanite array reinforces your body, granting you a +1 enhancement bonus to Reflex saving throws and a +1 insight bonus to checks with two of the following skills: Acrobatics, Athletics, Sleight of Hand, or Stealth, selected when you form this array. At 3rd level and every 4 levels thereafter, these bonuses increase by 1.

When you form a sheath array, you can use a nanite surge to gain a number of temporary Hit Points equal to your nanocyte level; you lose any such remaining temporary Hit Points when the sheath array ends.

Cloud Array

You nanites spread out into a faintly visible cloud that fills a number of contiguous 5-foot squares. The maximum number of squares you can fill this way equals 1 plus your Constitution bonus, and at least one of those squares must be adjacent to you. The cloud is stationary once formed, though you can reconfigure its space as a move action; if you do so, at least one square of the cloud must remain unchanged. When you take a guarded step, you can move 10 feet as long as you begin and end this movement adjacent to or within your cloud array.

When you form a cloud array, you can use a nanite surge to increase the cloud's density. This causes the array's space to provide concealment, but it provides only a 10% miss chance. It doesn't provide enough concealment to hide, and your attacks ignore any miss chance provided by your cloud. This concealment doesn't stack with existing concealment.

At 3rd level, whenever you form a cloud array, it can fill an additional 5-foot square, and any miss chance the cloud provides increases to 15%. At 7th level, it can fill an additional 5-foot square, and any miss chance the cloud provides increases to 20%. At 11th level, the cloud fills up to a number of contiguous

squares equal to 1 plus twice your Constitution modifier. At 15th level, when you use a nanite surge while forming the cloud array, any miss chance the cloud provides increases to 25% (though your attacks still ignore any miss chance). At 19th level, the cloud instead fills up to a number of contiguous squares equal to 1 plus four times your Constitution modifier.

Gear Array

Your nanites shape themselves into a single piece of equipment, such as a weapon, tool, or cybernetic augmentation. You can direct your nanites to create a limited selection of equipment, divided into major forms and minor forms. Major forms include weapons and cybernetic augmentations; minor forms include technological items (excluding armor and weapons) and personal items. At 1st level, you know how to create two major forms and three minor forms. You learn a new minor form at 2nd level and every 2 levels thereafter; you learn a new major form at 3rd level, 5th level, and every 4 levels thereafter. When you gain a nanocyte level, you can replace one of your major forms with a new major form and one of your minor forms with a new minor form.

To select a piece of equipment as one of your gear array's major or minor forms, its level must be equal to or lower than your nanocyte level. Augmentations must be cybernetic, weapons and items must be technological items (not magic or hybrid), and you can't select equipment that's consumed on use (such as grenades) or whose bulk exceeds your Constitution modifier.

When creating a nanocyte character at higher than 1st level, for simplicity, you can choose major forms by choosing one form using your nanocyte level, the next form using your nanocyte level – 1, the next using your nanocyte level – 2, and so on. Any extra forms use a nanocyte level of 1. You can choose minor forms the same way.

When you use your gear array to create a handheld nanite weapon, technological item, or personal item, you can automatically grab and begin wielding it if you have the requisite number of hands free. Otherwise, the item floats in your space until the end of your turn, at which point it drops in your space.

When you use your gear array to create a cybernetic augmentation, it's automatically installed in the appropriate body slot as long as that slot is empty; otherwise, it fails to manifest. If a given augmentation has a limited number of uses or frequency, that limit applies regardless of how many times you've created it with your gear array. Equipment that requires a battery or ammunition to function must be loaded to function. When you create such equipment, you can have it absorb and automatically load one appropriately-sized battery or set of suitable ammunition in your possession. Any item that uses a battery with fewer than 20 charges can instead use a standard battery.

PRIMARY NANITE FACULTY 1st Level

Whether by their design or your innovation, your nanites excel at a specialized task. Choose your primary faculty upon taking your first level in nanocyte—once made, this choice can't be changed. Descriptions of faculties appear on pages 11–13.

PRIMARY FACULTY TECHNIQUES 1st Level

At 1st level and every 4 levels thereafter, you gain a faculty technique unique to your primary nanite faculty.

DEFENSIVE DISPERSAL (EX) 2nd Level

By using a nanite surge as a reaction when you take damage, you can protect yourself with your nanites when they create a temporary barrier or cause part of your body to temporarily disperse. You reduce the damage dealt by the triggering effect by an amount equal to your nanocyte level plus your Constitution modifier, and you gain a +1 circumstance bonus to the first saving throw against the effect (such as the initial saving throw to resist a poison, but not subsequent saves against it).

NANOCYTE KNACK 2nd Level

As you gain experience, you learn special ways to use your nanites called nanocyte knacks. You learn your first nanocyte knack at 2nd level, and you learn an additional knack every 2 levels thereafter. If a nanocyte knack allows a saving throw to resist its effects, the DC is equal to 10 + half your nanocyte level + your Constitution modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your nanocyte level + your Constitution modifier. The descriptions of nanocyte knacks appear on pages 13–16. You can't learn the same knack more than once unless otherwise stated.

WEAPON SPECIALIZATION (EX) 3rd Level

You gain the Weapon Specialization feat as a bonus feat for each weapon type this class grants you proficiency with, including any weapons for which you gained proficiency through a nanocyte knack.

CYTO-CONVERSION (EX) 3rd Level

As your connection to your nanites grows, the swarm's ability to break down and reassemble your body strengthens, gradually making you more machine than mortal. You receive a +1 circumstance bonus to saving throws against bleed, disease, poison, and sleep effects. In addition, you gain a 10% chance to treat a critical hit against you as a normal hit; it deals normal damage and doesn't apply any critical hit effect. This percentage doesn't stack with similar effects.

At 10th level, the circumstance bonus to saving throws increases to +2, and the chance to treat a critical hit against you as a normal hit increases to 20%. At 16th level, the circumstance bonus to saving throws increases to +3, and the fortification percentage increases to 30%.

MANIFOLD ARRAY (EX) 7th Level

With your improved command of your nanites, you split them into multiple arrays: a more potent primary array and a weaker secondary array. Your primary array calculates its effects using your full nanocyte level, whereas your secondary array calculates its effects using your nanocyte level – 4. You can create and sustain multiple clouds or pieces of gear simultaneously, though you can sustain only a single sheath array at a time. You must use separate actions to direct your nanites into each array.

At 15th level, you can split your array into three forms simultaneously: a primary form using your full level to calculate its effects, a secondary form using your level – 4, and a tertiary form using your level – 8.

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SECONDARY NANITE FACULTY `9th Level`

You choose another nanite faculty. Once you choose this second faculty, it can't be changed.

SECONDARY FACULTY TECHNIQUES `9th Level`

At 9th level and every 4 levels thereafter, you gain a faculty technique unique to your secondary nanite faculty. For the purposes of secondary faculty techniques that you obtain, treat your nanocyte level as equal to your nanocyte level – 8.

ETERNAL NANITES (EX) `11th Level`

Your nanites recover quickly even from the most exhausting tasks. When you rest for 10 minutes to regain Stamina Points, you regain a daily use of your nanite surge ability; at 18th level, you regain 2 daily uses instead. When you spend 1 Resolve Point to gain the benefits of a nanite surge, you also regain an additional daily use of your nanite surge.

LIVING LEGION (EX) `19th Level`

The effective level of your secondary nanite array increases to your level – 2, and the effective level of your tertiary nanite array increases to your level – 4. Once per day as a move action, you can supercharge your nanites, causing them to multiply and expand for 1 minute, granting you 10 temporary nanite surges. Any unused temporary nanite surges disappear at the end of this minute.

INFINITE ARRAY (EX) `20th Level`

Once per day when you die from massive damage or from having 0 Hit Points and insufficient Resolve Points to stay alive, you can activate an emergency healing protocol. Using this ability on yourself takes no action. At the beginning of your next turn, your body and equipment disperse into a nanite mist, fly up to 30 feet, and reform, in the process restoring you to life. You reappear upright and wielding any combination of equipment in your possession, and you regain 1 Hit Point, all your Stamina Points, and 1 Resolve Point. You can then act on your turn as normal.

As a reaction, you can instead use a nanite surge to use this ability on an adjacent ally when they die under the same conditions. If you use a nanite surge when you use this ability, you can instead target an ally up to 20 feet away. You can use additional nanite surges to increase this range by 20 feet for each nanite surge used. The ally disperses, flies, and reforms at the beginning of their next turn.

NANOCYTE FACULTIES

The following represent specialty paths that nanocytes commonly take while developing their nanite abilities. Each faculty lists the techniques you learn as you gain levels. For effects that require a saving throw, the DC is 10 + half your nanocyte level + your Constitution modifier.

Discorporation

Your nanites rapidly break down and reform your body, granting you extraordinary flexibility and the ability to melt into an amorphous form.

Reactive Spray (Ex) `1st Level`

When you take damage from a significant enemy, you can take a reaction to form a temporary cloud array, using your nanocyte level to determine the cloud's size and effects. This cloud lasts until the end of your next turn and doesn't count against the maximum number of arrays that you can maintain simultaneously. If the triggering attack was a critical hit, you can also take a guarded step immediately after creating the cloud as part of this reaction.

Slithering Shape (Ex) `5th Level`

By using a nanite surge as a move action, you can melt your body and equipment into a shapeless pool of your size consisting of nanites. You can remain in this form for 1 minute per nanocyte level or until you revert to your natural form as a move action, though you can extend the duration by an additional 1 minute per nanocyte level by spending an additional nanite surge. While transformed, your speed is 20 feet, you gain darkvision with a range of 30 feet, you can move through an area as small as one-quarter of your own space without squeezing, and you can squeeze through openings as small as 1 inch wide. You gain a circumstance bonus equal to your Constitution modifier to Acrobatics checks to escape and to your KAC to resist being grappled or pinned. You also gain DR 5/ magic; this doesn't stack with other forms of damage reduction. You're unable to speak, attack, cast spells, use items, or perform tasks that require fine manual dexterity while transformed. This is a polymorph effect.

Fluid Form (Ex) `9th Level`

Your body easily liquefies and bends around devastating attacks. You're immune to the wound and severe wound critical hit effects. When you use defensive dispersal, you can also activate your reactive spray ability as part of the same reaction.

Nanosmoke (Ex) `13th Level`

When you activate your slithering shape ability, you can instead transform into a thick nanite vapor. In addition to the effects of slithering shape, you gain a fly speed of 20 feet with perfect maneuverability, and you can move through openings as small as 1 inch wide without squeezing. While in this form, you can't be entangled, flanked, flat-footed, grappled, off-kilter, off-target, pinned, prone, or staggered, and you're immune to critical hits; you retain any such conditions you have when you use this ability. You take only half damage from any effect that targets only one creature.

Swarm Shadow (Ex) `17th Level`

Once per day as a standard action, you can disperse your body and equipment into nanites that form a barely perceptible shell around an adjacent ally. You provide your ally the benefits of your sheath array, including those gained from spending nanite surges or from knacks that affect your sheath array. While in this form, you share your ally's space, automatically move where they move, and have concealment, allowing you to hide in plain sight. You can maintain this passive form for up to 1 hour per nanocyte level, and you can end the effect as a move action to appear in any empty space adjacent to your ally.

While in this form, you can't use equipment, but you can create two semisolid limbs that extend from your ally and share their reach, giving you two hands with which to wield equipment you create using one or more gear arrays. If you take a move action, standard action, full action, or attack of opportunity while in this form, it begins to destabilize, reducing the effect's remaining duration to 1 round per nanocyte level.

Infestation

Your nanites burrow into your foes, inflicting grievous injuries as they consume their victims from the inside.

Malignant Mist (Ex) `1st Level`

When you form a cloud array or sheath array, you can use a nanite surge to damage anyone who makes contact with those nanites. Your cloud array deals 1d6 piercing damage (Fortitude negates) to each creature that starts its turn in or enters the cloud's area. Your sheath array deals 1d6 piercing damage (Fortitude negates) to any creature that hits you with a melee natural weapon, melee weapon without the reach special property, or unarmed strike. After a creature attempts a saving throw against either effect, it's immune to damage from this ability for 1 minute. You're immune to the effects of your malignant mist. As a reaction, you can grant one creature you can see within 30 feet immunity to your malignant mist until the beginning of your next turn. The damage dealt by this ability increases to 1d8 at 3rd level, to 2d6 at 5th level, and by 1d6 every 2 nanocyte levels thereafter. This ability works against constructs.

Tenacious Swarm (Ex) `5th Level`

When a creature fails a Fortitude save against your malignant mist ability, they become infested with short-lived nanites that continue burrowing into their body. At the end of the infested creature's turn, it takes piercing damage equal to your malignant mist ability's minimum damage plus your Constitution modifier, after which it attempts a new Fortitude save to end the effect. This effect ends automatically after a number of rounds equal to your Constitution modifier. A creature can only be affected by a single tenacious swarm at a time.

Toxic Host (Ex) `9th Level`

When you use your malignant mist ability, you can make the nanites toxic in nature. Toxic nanites deal half damage to creatures that successfully save against your malignant mist ability.

Noxious Nanites (Ex) `13th Level`

A creature affected by your tenacious swarm ability is also sickened for the duration of the effect. Weapons you form with your gear array gain the nauseate critical hit effect (*Starfinder Armory* 31). If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the nauseate effect.

Engineered Contagion (Ex) `17th Level`

You can activate your malignant mist ability once per minute without using a nanite surge. You can use a nanite surge as a swift action to infect up to two other creatures that you can see; these other creatures must be adjacent to one creature within 60 feet that you can see and that's affected by your tenacious swarm. The new targets are immediately affected by your malignant mist, receiving a saving throw to reduce the effects as normal.

Obliteration

Your nanites mercilessly tear apart your enemies, whether by guiding your strikes to inflict severe damage or exploding from your attacks to simultaneously hurt multiple foes.

Unstoppable Nanites (Ex) `1st Level`

Weapons you form with your gear array gain the penetrating and boost 1d4 special properties. To use the boost property with a weapon that doesn't have charges, you must use one nanite surge instead of expending additional charges. At 5th level, the boost special property increases to 1d6, and it increases by an additional 1d6 at 9th, 13th, and 17th levels.

Energized Swarm (Ex) `5th Level`

While wielding a weapon you formed with your gear array, you can take a swift action to change half or all the weapon's damage type to cold, electricity, or fire until the beginning of your next turn. If the weapon already has two damage types, choose one to replace. This ability doesn't cause a weapon that normally targets KAC to target EAC.

Spreading Swarm (Ex) `9th Level`

The first time on your turn that you hit with a weapon formed with your gear array, you can deal that weapon's minimum damage to a different target creature within 10 feet of the original target. The second creature can attempt a Reflex save to take half damage. For example, a weapon that deals 6d8 damage would deal 6 damage to the secondary target with this effect.

Flashing Nanites (Ex) `13th Level`

When making a full attack entirely with weapons formed from your gear array, you take a –3 penalty to each attack roll instead of the normal –4 penalty.

Microscopic Bombardment (Ex) `17th Level`

Your spreading swarm ability's secondary target can be up to 20 feet away from your initial target. In addition, you can use a nanite surge before performing a full attack to apply your spreading swarm ability to both attacks.

Redirection

Your nanites are forceful and energetic; they can redirect attacks, move objects, and lend weapons devastating mass.

Seeking Strike (Ex) `1st Level`

As a move action, you can designate a target within 60 feet that's inside or adjacent to your nanite cloud as your nanites' focus, momentarily enhancing your accuracy against that target. The next attack you make against the target before the end of your next turn gains a +1 bonus to the attack roll and ignores the target's concealment, if any.

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Particle Push (Ex) `5th Level`

You can condense your nanites into powerful waves that collide with creatures and objects. While your nanite cloud is within your reach, you can attempt bull rush, reposition, and trip combat maneuvers against targets in your nanite cloud as though they were within your melee reach; when doing so, you can use your Constitution modifier for your attack roll instead of your Strength modifier.

Bend Bullet (Ex) `9th Level`

Attacks you make with your seeking strike ability also reduce the AC bonus from cover by 2. This doesn't allow you to attack a creature with total cover.

When you use your seeking strike with a weapon you formed with your gear array to make a ranged attack that targets a creature or creates a line, you can use one or more nanite surges to alter the attack's path to avoid obstacles and allies. Up to a distance equal to the weapon's first range increment, you can trace out any path for the attack that doesn't turn more than 90 degrees per 5 feet traveled, potentially allowing the attack to avoid cover or total cover. Using this ability requires you to use one nanite surge for every two times your attack changes direction, rounded up.

Rebounding Strike (Ex) `13th Level`

After using your defensive dispersal ability to reduce the damage you take from a ranged or melee weapon attack from an attacker within 30 feet of you, you can use an additional nanite surge to redirect some of that energy back at the attacker; the target takes an amount of piercing damage equal to the amount by which your defensive dispersal reduced the triggering attack (Fortitude negates).

Particle Tsunami (Ex) `17th Level`

As a full action, you can target up to three different creatures with your particle push ability. For each target, you choose whether to attempt a bull rush, reposition, or trip combat maneuver. You perform each attack with a –4 penalty, though before attempting an attack, you can use a nanite surge to reduce the penalty to –2 for that attack.

Regeneration

Your nanites swiftly knit flesh, stabilize life signs, and heal superficial wounds—both your own and those of nearby allies.

Reactive Repair (Ex) `1st Level`

As a swift action, you can use a nanite surge to direct your nanites to repair and reinforce an ally. The target must either be adjacent to you or be adjacent to or within your nanite cloud. Alternatively, you can target yourself with this ability. For 1 minute, or until the target begins their turn no longer adjacent to you or adjacent to or within your cloud array, the target gains fast healing 1 (as per the universal creature rule), except that the ability restores Stamina Points instead of Hit Points. Whenever the target regains a Stamina Point from this ability, they also gain 1 temporary Hit Point that stacks with temporary Hit Points gained from this ability, but not with other temporary Hit Points. When the effect ends, the target loses any temporary Hit Points gained from this ability. At 5th level and every 4 levels thereafter, the fast healing increases by 1, and the temporary Hit Points increase by 2.

Nanomedicine (Ex) `5th Level`

You can use your Constitution modifier in place of your Intelligence modifier for Medicine checks. You can use the Medicine skill to treat creatures within or adjacent to your cloud array as though you were adjacent to them. You can use a nanite surge to apply first aid as a swift action or to treat deadly wounds as a full action for a creature in your cloud.

Flesh Donor (Ex) `9th Level`

When you regain Stamina Points from your reactive repair ability, you can use a nanite surge as a reaction to multiply the number of Stamina Points you gain that round by 4. When an ally within 30 feet regains Stamina Points from your reactive repair ability, you can take a reaction to transfer a number of your own Stamina Points to that creature, up to an amount equal to three times your level.

From the Brink (Ex) `13th Level`

As a standard action, you can restore a dead creature to life so long as that creature died no more than 3 rounds ago from having 0 Hit Points and insufficient Resolve Points to stay alive or from massive damage. To use this ability, you must be adjacent to the body, or both you and the body must be adjacent to or within your cloud array. You end one of your current nanite arrays, channeling those nanites into the corpse, and use one nanite surge for each round (or fraction thereof) that the creature has been dead. This restores 5d8 Hit Points to the target and returns them to life, though in the process, the target gains a negative level for 24 hours. This ability can't resuscitate creatures slain by death effects, creatures turned into undead, or creatures whose bodies were destroyed, significantly mutilated, disintegrated, and so on.

Healing Swarm (Ex) `17th Level`

You effortlessly heal any damage dealt to you as your nanites endlessly repair your body. The first time each round that you use a nanite surge, you can recover up to 2d10 Hit Points.

NANOCYTE KNACKS

You learn your first nanocyte knack at 2nd level and an additional knack every 2 levels thereafter. Nanocyte knacks all require you to meet a minimum nanocyte level, and they're organized accordingly. Some nanocyte knacks require you to satisfy other prerequisites, such as having other knacks. For effects that require a saving throw, the DC is 10 + half your nanocyte level + your Constitution modifier.

`2nd Level`

You must be at least 2nd level to choose these nanocyte knacks.

Abundant Nanites (Ex)

- Your body houses a seemingly inexhaustible amount of

nanites. When calculating your number of nanite surges per day and the maximum bulk of your nanite gear, treat your Constitution modifier as 2 higher.

Agile Host (Ex)

- While your sheath array is active, you can apply its bonus to skill checks as an insight bonus to your initiative checks

Esoteric Edge (Ex)

- You gain proficiency with two special weapons, you can select special weapons when learning new major forms, and you learn one special weapon as a bonus major form. At 3rd level, you gain weapon specialization in the two selected weapons just as if your class granted proficiency.

Heavy Armor Edge (Ex)

- Your nanites allow you to move comfortably while wearing thick gear. You gain proficiency with heavy armor, and you treat the bulk of heavy armor you wear as 1 lower.

Myriad Forms (Ex)

- You learn three additional minor forms that you can create with your nanite array.

Split Manifestation (Ex)

- When using your gear array to form an operative weapon or small arm, you can manifest a second copy of that weapon. This counts as only one array for determining the number of arrays you have active.

Surgical Host (Ex)

- While your sheath array is active, you can perform Medicine checks on creatures within your reach. While you're within reach of your cloud array, you can also perform Medicine checks on creatures in or adjacent to the cloud as though they were within your reach. For both forms, you perform Medicine checks as though you're using a basic medkit; at 5th level, you instead perform Medicine checks as though you're using an advanced medkit. At 8th level, you can select a medical lab as one of your minor forms known

Swarm Strike (Ex)

- When you form your sheath array, you can use a nanite surge to gain a special unarmed strike that deals lethal damage, lacks the archaic trait, and has an item level equal to your nanocyte level. You can use your Constitution modifier in place of your Strength modifier for attack and damage rolls for this attack. Using a swarm strike requires you to have at least one hand free. For each attack, you can deal bludgeoning damage, piercing damage, slashing damage, or any two of these damage types. At 3rd level, you gain a unique weapon specialization with your swarm strike, adding 1-1/2 × your nanocyte level to its damage rolls (instead of just adding your character level). At 7th level, this unarmed strike gains the thrown (20 feet) special property, and while you have at least two hands free, your weapon specialization damage bonus with this weapon increases to 2 × your level.

At 11th level, while you have at least two hands free, your swarm strike gains the reach special property. At 15th level, the range increment of your thrown swarm strike increases to 40 feet, and it increases to 60 feet at 19th level. You can use this ability only while your sheath array is active.

Versatile Nanites (Ex)

- You've learned to direct your nanites in assisting you with difficult tasks, such as identifying damage, stitching wounds, reshaping your features, or further tuning your reflexes. Choose two of the following skills: Bluff, Disguise, Engineering, Medicine, Perception, or Piloting. You add these skills as options to which you can apply your sheath array's insight bonus to skill checks. You can select this knack multiple times, each time selecting different skills.

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6th Level

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You must be at least 6th level to choose these nanocyte knacks.

Enhanced Immunities (Ex)

- Your nanites reinforce your body, staving off even grave threats to your health. If you succeed at a Fortitude saving throw against an effect that has a reduced effect on a successful save, you instead avoid the effect entirely.

Facial Reconfiguration (Ex)

- Your nanites can harmlessly reshape your body in increasingly dramatic ways. While your sheath array is active, you can use the Disguise skill to change your appearance with 1d3 minutes of work; you can use one nanite surge to reduce this required time to a full action. You reduce one of the check's DC modifiers by an amount equal to half your nanocyte level (to a minimum of +0), though this reduction applies only to disguises that change your appearance in the following ways: add major features, disguise yourself as a different race of the same creature type, or disguise yourself as a different creature type.

  You must have the versatile nanites knack and have selected Disguise as one of the affected skills to select this knack.

Heavy Weapon Edge (Ex)

- You know how to deal damage with big weapons. You gain proficiency with heavy weapons, and you gain weapon specialization in heavy weapons just as if your class granted proficiency. When you gain this knack, you can replace one of your major forms known with that of a heavy weapon. You add your Constitution modifier to your Strength score for the purpose of wielding heavy weapons formed from your gear array without penalty.

Hungry Nanites (Ex)

- Your nanites tear and gnaw on creatures you designate. After a creature takes damage in your nanite cloud or you damage a creature within 30 feet with a weapon formed with your gear array, you can take a reaction to cause the creature to gain the bleeding 1d6 condition (Fortitude negates). The amount of bleed damage increases to 1d10 at 10th level,

2d8 at 14th level, and 3d8 at 18th level. While the bleeding creature is within your cloud array, the Medicine DC to stop the bleeding condition increases by an amount equal to half your nanocyte level plus your Constitution modifier. After using this ability, you can't use it again until you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Instant Architect (Ex)

⬡ You gain Barricade as a bonus feat. You can use Barricade to create a barrier within your nanite cloud rather than just in an adjacent space.

In addition, as a full action, you can use a nanite surge to shape your nanites into a temporary structure: a ladder up to 30 feet long, a door sealing an opening up to 10 feet square, a 10-foot-radius hemispherical shelter, or a 5-foot-wide bridge that spans up to 40 feet. This counts against the number of arrays you can have active. Regardless of the structure's form, it has a number of Hit Points equal to your level, hardness equal to your Constitution modifier, and a break DC of 10.

Sensory Nanites (Ex)

⬡ Nothing that disturbs your nanite cloud escapes your attention. You gain blindsense (vibration) with a range of 5 feet. This blindsense also extends to any area in or adjacent to your cloud array.

10th Level

You must be at least 10th level to choose these nanocyte knacks.

Adaptable Weaponry (Ex)

⬡ Your nanites capably innovate new features when you manifest nanite weapons. Choose two of the following special weapon properties: block, bright, deflect[AR], feint[AR], grapple, harrying[AR], penetrating, stun, sunder, or trip. Each time you form a weapon using your gear array, you can apply one of the selected special weapon properties to that weapon. You can select this knack multiple times; each time, select two additional special weapon properties and add them to the list of available properties (you still apply only one at a time).

Alacritous Form (Ex)

⬡ Your nanite sheath increases your land speed by 10 feet. This increases to 15 feet at 14th level and 20 feet at 18th level. Once per day at the beginning of your turn, you can use one nanite surge to gain the benefits of *haste* until the beginning of your next turn.

All-Seeing Nanites (Ex)

⬡ Your nanites' sensors are especially acute. You gain blindsight (vibration) with a range of 5 feet. This blindsight also extends to any area in or adjacent to your nanite cloud.

As a reaction, after you touch a target, strike a target with a weapon formed with your gear array, or are hit by an adjacent creature, you can use a nanite surge to adhere a tiny mass of nanites to that creature or object; a creature can attempt a Reflex save to negate this effect. These nanites resonate with the rest of your nanite array, allowing you to sense the target as though you had blindsight (vibration) with a range of 120 feet. In addition, you can track the target with a base DC of 10 regardless of the surface conditions, and you can use Perception in place of Survival to track the target. The tracking nanites remain active for a number of days equal to your Constitution modifier.

You must have the sensory nanites knack to select this knack.

Biometric Theft (Ex)

⬡ Your nanites can modify your features in subtle ways, allowing you to attempt a Disguise check in place of a Computers or Engineering check to defeat biometric locks and similar safeguards. As a reaction when you hit a creature with a melee attack or touch them, you can use a nanite surge to absorb a sample of the target's DNA or other code. You can store a number of samples equal to your Constitution modifier at any time, and each sample remains viable for a number of days equal to your Constitution modifier. If you absorb another sample and exceed this maximum, you erase one sample of your choice.

You gain a +5 circumstance bonus on Disguise checks to bypass biometric safeguards keyed to any creature whose sample you have. In addition, if you have the facial reconfiguration knack you can use it to take the appearance of any creatures whose samples you have.

This instead grants a +10 circumstance bonus to the Disguise check. In addition, facial reconfiguration reduces the check's DC modifier for this disguise by an amount equal to your nanocyte level (to a minimum of +0), applied to any of the check's modifiers

Defensive Doppelganger (Ex)

⬡ When you create a cloud array, you can use a nanite surge to cause a portion of your cloud array to form a lifelike replica of you that shadows and mimics your movements, functioning like a single figment image created by *mirror image*. The duplicate exists until it's destroyed or you leave the cloud's area. At 14th level, you create 1d2 images, and at 18th level, you create 1d4 images.

Feasting Nanites (Ex)

⬡ Your nanites break down and repurpose your foes' vital fluids to fuel their host. Whenever the target of your hungry nanites takes bleed damage from that ability and is within 30 feet of you, you regain an equal number of Stamina Points. Until you next take a 10-minute rest to recover Stamina Points, you can regain a maximum number of Stamina Points in this way equal to 3 times your nanocyte level. You must have the hungry nanites knack to select this knack.

Group Dispersal (Ex)

⬡ Your nanites protect your companions as readily as they protect you. You can use your defensive dispersal on any ally you can see who's adjacent to you or within your cloud array. When you use your defensive dispersal on yourself, any adjacent allies also gain the benefits of that ability against the triggering attack or effect. However, only you benefit

from additional knacks or other abilities that provide any additional effects when you use defensive dispersal.

Rapid Reshape (Ex)
- Every 1d4 rounds, you can form or switch nanite arrays as a swift action without using a nanite surge.

Thousand Stitches (Ex)
- You can use the surgical host knack to perform Medicine checks to treat deadly wounds as a standard action. If you succeed at this check, you restore 2 Hit Points per level or CR of the creature you're treating. If you exceed the DC by 5 or more, you add your Intelligence bonus and Constitution bonus to the amount healed.

  You must have the surgical host knack to select this knack.

You must be at least 14th level to choose these nanocyte knacks.

Charge Vampire (Ex)
- When you damage a creature in your nanite cloud or when you damage a creature within 30 feet using a weapon formed with your gear array, you can drain power from the target's technological devices as a reaction. Choose one item in the target's possession that uses charges or select a qualifying item at random. That item loses a number of charges equal to 1d10 plus your Constitution modifier (Fortitude half), and a battery in your possession gains an equal number of charges (to a maximum of the battery's capacity). You can use this ability a number of times per day equal to your Constitution modifier.

Deconstructor (Ex)
- Weapons you form with your gear array and your faculty abilities deal additional damage equal to your Constitution modifier to constructs, objects, and creatures with the technological subtype. In addition, these attacks and abilities ignore an amount of hardness equal to your nanocyte level. This hardness reduction doesn't stack with that of the penetrating weapon property but instead increases the weapon's item level by an amount equal to your Constitution modifier for the purpose of calculating the amount of hardness the weapon ignores.

Menacing Pall (Ex)
- Your cloud array becomes a deadly fog that can strike those within from any angle. While you're adjacent to or within your nanite cloud, you can make melee attacks with weapons formed with your gear array from any square occupied by your nanite cloud. This allows you to gain position-based benefits such as avoiding cover or flanking an enemy. This ability doesn't allow you to see targets that you couldn't otherwise perceive. You can't use this ability to perform attacks of opportunity.

You must be at least 18th level to choose these nanocyte knacks.

Become Legion (Ex)
- As a move action, you can use a nanite surge to transform into a nanite fog, during which you can take no actions except those granted to you by this ability. This is a polymorph effect, and it counts against the number of arrays you can have active. While transformed, you're a Gargantuan construct with the swarm subtype, a space of 20 feet, and a reach of 0 feet. You can occupy the same space as other creatures. As a standard action, you can make a swarm attack (1d4 piercing damage per 2 nanocyte levels) and gain swarm defenses (except immunity to single-target mind-affecting effects) and swarm immunities as per the universal creature rules (*Starfinder Alien Archive* 157). These immunities don't end ongoing conditions. When dealing swarm damage to creatures in your space, you can avoid damaging a number of creatures up to your Constitution modifier.

  This transformation lasts until the beginning of your next turn, at which point you can attempt a DC 30 Fortitude saving throw. If you succeed, the transformation's duration extends to the beginning of your next turn. If you fail, the transformation ends, and you re-form in any space your swarm body occupied. The DC of this saving throw increases by 2 each time you succeed at the saving throw. If you're reduced to 0 Hit Points, the transformation ends automatically.

  You can't use this knack again until after you spend 1 Resolve Point to regain Stamina Points after a 10-minute rest.

Omnipresent Form (Ex)
- While you're adjacent to or within your cloud array and take a guarded step, you can move a total distance equal to 5 feet plus 5 × half your Constitution modifier (rounded down) as long as your movement and destination is also entirely adjacent to or within your nanite cloud. Alternatively, you can use a nanite surge when taking a guarded step to teleport to any location so long as your starting point and destination are both adjacent to a square that contains your nanite cloud; this movement doesn't provoke attacks of opportunity.

Omniscient Nanites (Ex)
- Nothing escapes the notice of your nanites. The range of your blindsight (vibration) granted by the all-seeing nanites knack increases to 20 feet. This blindsight also extends to any area to which your nanite cloud has line of effect, to a range of 20 feet. Traces of your nanite host can even penetrate solid material, granting you the sense through (blindsight [vibration]) ability, which is blocked by especially dense or thick materials as normal. Finally, when you apply a nanite tracker to a target using the all-seeing nanites knack, you can sense the target as though you had blindsight (vibration) with a range of a number of miles equal to your Constitution modifier. You must have the all-seeing nanites knack to select this knack.

Sudden Transformation (Ex)
- You can take a reaction to form a nanite array. After using this ability the first time each day, you must use a nanite surge each time you use it again.

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BATTLE HOST
THEME: MERCENARY

You're an expert combatant who carries little equipment, yet you're never unarmed.

ABILITY SCORES
Constitution gives you more Resolve Points and keeps you healthy in a fight, and Strength lets you hit harder with your melee weapons.

PRIMARY NANITE FACULTY
Obliteration

NANOCYTE KNACKS
Abundant nanites (2nd)   Heavy armor edge (2nd)
Adaptable weaponry (10th)   Group dispersal (10th)
Rapid reshape (10th)

FEATS
Adaptive Fighting   Enhanced Resistance
Improved Initiative   Opening Volley
Penetrating Attack

SKILLS
Acrobatics   Intimidate
Athletics   Perception

LIVING PLAGUE
THEME: DEATH TOUCHED PW

Your nanites represent an invisible weapon that disintegrates obstacles from the inside out.

ABILITY SCORES
Constitution is your most important ability score because it empowers your nanite abilities. Strength helps you hit your enemies.

PRIMARY NANITE FACULTY
Infestation

NANOCYTE KNACKS
Abundant nanites (2nd)   Feasting nanites (10th)
Swarm strike (2nd)   Charge vampire (14th)
Hungry nanites (6th)   Menacing pall (14th)

FEATS
Cleave   Lung Puncture COM
Improved Unarmed Strike   Toughness

SKILLS
Life Science   Sleight of Hand
Perception   Stealth

BIOHACKER

Biohackers revel in technology's capacity to destabilize an enemy's motor functions and bolster an ally's health. While not always flashy, their tech regularly turns fatal disasters into harrowing close calls, making biohackers a welcome addition to any team. The following represent some of the biohackers' latest innovations and weaponized clinical procedures.

ALTERNATE CLASS FEATURE

Biohackers can select the following alternate class feature.

Auto-Injector (Ex)

You can create compact devices that inject their user with a biohack booster in response to specific conditions. While spending 10 minutes to create biohacks, you can transform any number of the created biohacks into auto-injectors and implant them in nearby creatures to whom your custom microlab is attuned. Each auto-injector occupies either the recipient's endocrine body system for augmentations or one of their armor's upgrade slots. When implanting the device, you must choose both the auto-injector's biohack and its triggering condition, such as "this ally is attacked" or "this ally attempts a Fortitude save." When the triggering condition occurs, the auto-injector activates, injecting the booster into the ally without using an action. The injection takes effect before resolving the triggering action, so a granted AC bonus might avert an otherwise successful hit, a saving throw bonus applies to the triggering save, and so on. The biohacker can use a reaction to delay this auto-injector, preventing it from activating when its condition triggers. With 1 minute of work, the biohacker can remove an auto-injector and install it into another ally's armor, or they can change the auto-injector's triggering condition.

An auto-injector counts against the biohacker's total number of biohacks they can have ready at one time and remains functional for 24 hours or until they create a biohack to replace it.

This modifies the biohacks class feature and replaces the minor biohacks class feature.

FIELDS OF STUDY

These new fields of study follow the rules presented on pages 44–45 of *Character Operations Manual*.

Anesthesiology

Anesthesiology is the study of how to reduce sensation, awareness, and pain sensitivity. While normally used to prepare patients for surgical procedures, you can creatively apply principles of anesthesiology in combat to help your allies work through pain or to inhibit your opponents.

Booster: You inject a living creature with a substance that confers insensitivity to pain. That creature gains a +2 enhancement bonus to saving throws against pain effects and gains DR 1/—. This DR increases by 1 for every 5 biohacker levels you have, and it stacks with one other source of DR, to a maximum DR value up to your biohacker level.

Inhibitor: You deliver a chemical compound that makes the target tired and weak, dealing nonlethal damage equal to your biohacker level and giving the target the fatigued condition (Fortitude negates fatigue and halves the nonlethal damage). If the target is already fatigued and becomes fatigued again, it becomes exhausted instead. This is a poison effect.

Breakthrough

Anesthesiology provides the following breakthrough ability.

Ignore Pain: As a standard action, you can create and deliver a formula that allows a living creature to overcome pain and injury. When injected, the formula grants the target a number of temporary Hit Points equal to twice your biohacker level for 1 minute. The first time during that minute that the target is reduced to 0 Hit Points but not killed outright, it can continue to act normally until the end of its next turn or until it takes additional damage, at which point it becomes unconscious, as normal.

Cybermedicine

Cybermedicine is the study of integrating biological and technological material and understanding their interactions.

Booster: You boost a living creature or construct with a nanite-infused substance that causes both living creatures and constructs to heal more efficiently. If that creature would benefit from any effect that restores Hit Points, increase the number of Hit Points restored by 50% or by an amount equal to your key ability score modifier, whichever is lower.

Inhibitor: You deliver a nanite solution to a living creature or construct, interfering with its healing or repair. Whenever the creature would regain Hit Points from an effect, it must succeed at a Fortitude save or regain no Hit Points from the effect. For persistent healing effects like regeneration, the creature must attempt a new saving throw against the inhibitor each round to regain Hit Points, though the inhibitor doesn't suppress such abilities altogether. This is a poison effect and ignores a construct's immunity to poison.

Breakthrough

Cybermedicine provides the following breakthrough ability.

Override Biology: As a standard action, you create and deliver a formula packed with nanites that flood a living creature's body, granting it construct-like traits. The target gains the no breath universal creature ability as well as a +2 enhancement bonus to saving throws against disease, mind-affecting effects, poison, and sleep (unless those effects specifically target constructs).

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THEOREMS

Theorems marked with an asterisk (*) apply to your biohacks class feature and don't stack with one another. Only one such theorem can be applied to an individual biohack.

2nd Level

You must be 2nd level or higher to choose these theorems.

Culinary Expert (Ex)

- You can craft food or drink in half the time it would normally take, your custom microlab counts as professional's tools for Profession (cook) checks, and you can use your Life Science skill in place of Profession (cook) for checks other than those to earn a living. If you gain an insight bonus to Life Science or Profession (cook) checks, you apply that insight bonus to both skills.

Microlab Jack (Ex)

- Your custom microlab can function as a standard datajack, though it doesn't count against the maximum number of augmentations you can install in your brain system. This functions as a high-density datajack at 8th level and as an accelerated datajack at 14th level.

Telepathic Boost* (Ex)

- In addition to your biohacks' normal effects, creatures you affect with your biohack boosters can communicate with you telepathically at a range of 30 feet for the duration of the booster's effect as long as you share a language.

8th Level

You must be 8th level or higher to choose these theorems.

First Aid Expert (Ex)

- When you use your custom microlab as a medkit, advanced medkit, or medical lab to treat deadly wounds and exceed the DC by 5, rather than add your Intelligence modifier to the amount healed, you add either twice your Intelligence modifier or twice your Wisdom modifier to the amount healed.

Technological Biohacks (Ex)

- Your biohacks that affect only living creatures can also affect creatures with the construct type or technological subtype. Your biohacks ignore such creatures' immunities to poison.

14th Level

You must be 14th level or higher to choose these theorems.

Bleeding Biohacks* (Ex)

- Your biohacks include insidious anticoagulants. Any biohack inhibitor that you successfully use against a target also afflicts them with an amount of bleed damage equal to 1d10 + your key ability score modifier, in addition to the inhibitor's standard effects.

Poison Extraction (Ex)

- You've modified your custom microlab to deal with poisonous substances. When you fail a saving throw against a poison effect, you can activate your custom microlab as a reaction to attempt to extract the toxin. Reroll the saving throw with a +2 bonus, and use the second result. If you succeed, you cure the poison, shunt the toxin into a small reservoir in your custom microlab, and create a dose of the poison that you can use. The extracted poison becomes harmless if not used within 1 hour. Once you use this theorem, you can't do so again until you spend 1 Resolve Point to recover Stamina Points.
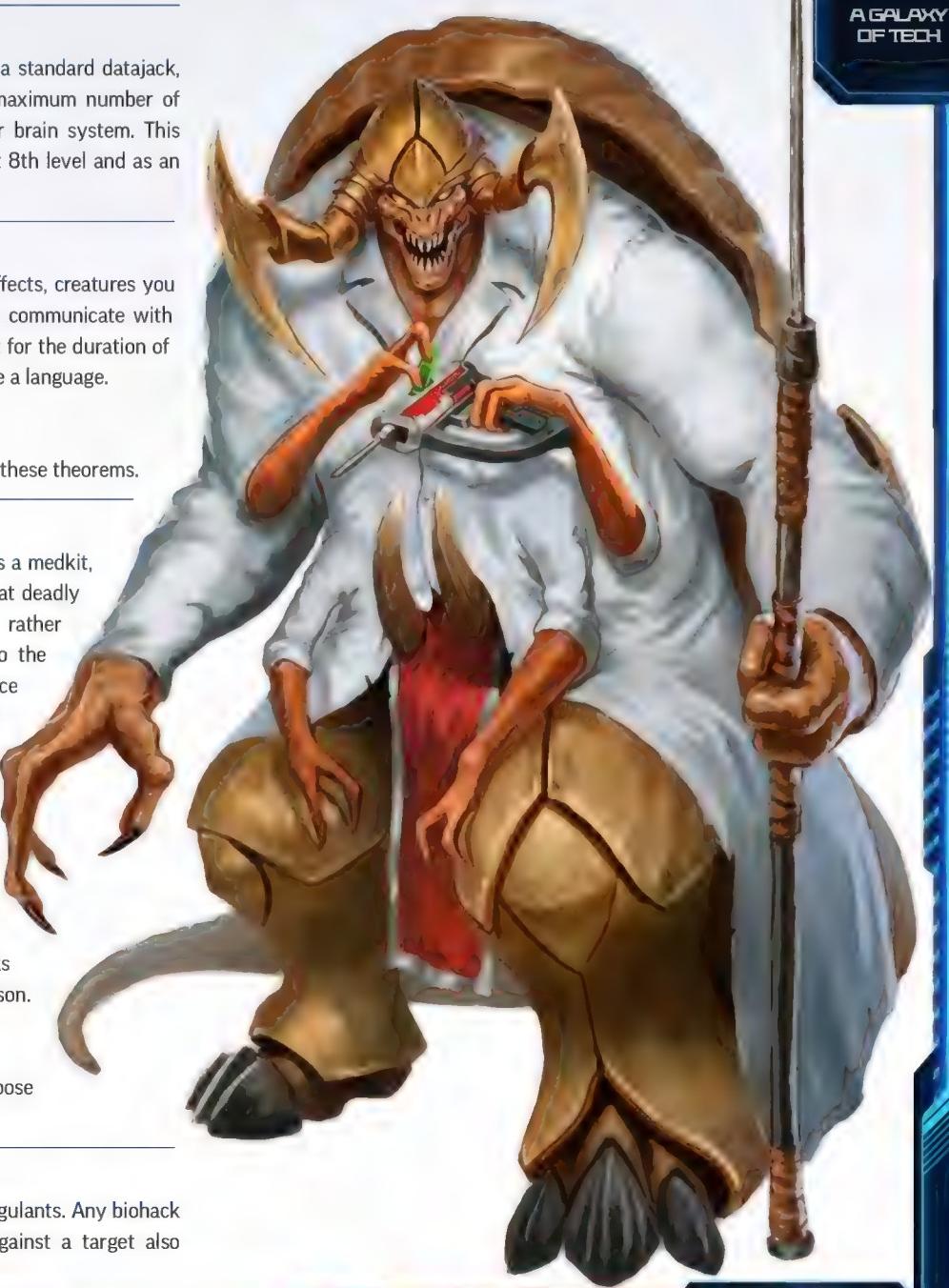
ENVOY

No gadget can replace charm, guile, or nerves of steel. However, from broadening their influence with telecommunications tech, scouring the infosphere for secrets to gain crucial leverage, or methodically building their reputation among the myriad sentient machines underpinning society, an envoy knows better than anyone that the galaxy's most accessible keys to power are, as often as not, electronic ones.

ALTERNATE CLASS FEATURES

Envoys have access to the following alternate class features.

Signature Item (Ex)

One of your items is an indispensable part of your technique or persona. At 1st level, after purchasing your starting equipment, designate one piece of equipment as your signature item, and choose one of the following categories that best fits the item: armor, clothing, tool, or weapon. Your signature item provides benefits based on the item's category. You can use the benefits granted by your item as long as you have at least 1 Resolve Point remaining and the item is in your possession and not destroyed. These special benefits are an extension of your exceptional connection to the item, and they don't function for others who wield or wear the item. Once per week, if your item is lost or destroyed, you can replace it with another item of the same category by spending 8 hours practicing with the new item. Whenever you gain a level, you can replace your signature item with a different one by spending 24 hours acclimating yourself to the replacement. If your new item is of a different category, you replace all benefits granted by the previous item with those of the new category.

You gain the benefits of your expertise class feature only while your signature gear is in your possession. You only add your expertise die to the skills you select with your skill expertise class feature; you don't automatically gain the ability to add your expertise die to Sense Motive checks. The first skill you select for skill expertise must be selected from a specific list based on your gear's category.

This feature modifies expertise and replaces the envoy improvisation gained at 1st level.

Signature Armor (Ex)

Your signature item is a suit of armor, shield, or other gear specifically designed to protect you from harm. Your first skill expertise must be selected from the following: Disguise, Intimidate, or Sense Motive. Once per hour, as a reaction when an attack successfully hits you and deals damage, you can roll your expertise die and reduce the damage you take from the attack by an amount equal to your die's result plus your envoy level. You can use this ability an additional time per hour by spending 1 Resolve Point for each additional use.

You ignore the base save bonus requirement of the saving expertise[COM] expertise talent. If you add your expertise die result to a save and the expertise die's result is a natural 1, you can reroll the expertise die once and use the second result.

Signature Clothing (Ex)

Your signature item is a worn garment that doesn't provide an armor bonus, such as a hat or a complete outfit (*Core Rulebook* 230). When you gain your signature clothing, select two skills from the following to which you apply skill expertise: Bluff, Culture, Diplomacy, Disguise, or Intimidate. In addition, whenever you select an expertise talent associated with one of these skills, you also gain an expertise talent for the second skill. You can only use the skill expertise and expertise talents for one of these two skills at a time, but once per hour, as a standard action, you can adjust your signature clothing (such as by reversing your jacket or dramatically straightening your hat) to change which of the two skills' benefits you can use. You can use this ability an additional time per hour by spending 1 Resolve Point for each additional use. Once per day, before rolling your expertise die as part of a skill check for one of these skills, you can choose to roll your expertise die twice and take the better result.

Additional skills you select with skill expertise function normally, as do the expertise talents you qualify for based on these additional skills.

Signature Tool (Ex)

Your signature item is a handheld device with a specific non-combat purpose, such as a hacking kit or datapad. Your first skill expertise must be selected from the following list: Computers, Engineering, or Medicine. If you choose Computers or Engineering, your signature tool also functions as a mechanic's custom rig (*Core Rulebook* 69), and you can select mechanic tricks as though they were expertise talents, qualifying for tricks using the sum of your envoy and mechanic levels as your mechanic level. However, this doesn't grant you any other mechanic class features, and you can't select tricks that require another mechanic ability unless you've gained it from another source.

If you choose Medicine, your signature tool also functions as a 1st-level biohacker's custom microlab (*Character Operations Manual* 41), though if you have a custom microlab from another class, add your envoy levels and the other class's levels together for determining its abilities. You can select biohacker theorems as though they were expertise talents, qualifying for theorems using the sum of your envoy and biohacker levels as your biohacker level. However, this doesn't grant you any other biohacker abilities, and you can't select theorems that require another biohacker ability unless you've gained that required ability from another source.

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Signature Weapon (Ex)

- Your signature item is a weapon. You can't select a natural weapon, but you can select an item that modifies a particular type of attack, such as a solarian weapon crystal or an augmentation that enhances your unarmed strikes. Your first skill expertise must be selected from the following list: Bluff, Engineering, or Intimidate. As a move action during combat, you can designate a foe and openly flourish your weapon at them, gaining a brief burst of confidence and accuracy. For a number of rounds equal to your Charisma modifier, you can make attacks against the designated foe with your signature weapon as if your base attack bonus from your envoy levels were equal to your envoy level; you must be able to see the foe to gain this benefit to your attack.

Tech Whisperer (Ex)

You have an empathic connection to technological devices. You gain an expertise die of the same value as that granted to an envoy of your level by the expertise class feature. Choose one of the following skills: Bluff, Computers, Diplomacy, Engineering, or Intimidate. At 1st level, you can add your expertise die to skill checks using the chosen skill. At 6th level and every 5 levels thereafter, you can use expertise with one additional skill from the list.

All of your mind-affecting envoy improvisations can affect constructs, robots, and other creatures that have the technological subtype, even if they're mindless or normally immune to such effects. However, these creatures receive a +2 bonus to their Will saves against your mind-affecting improvisations.

At 5th level, you can communicate with technological machines (including non-sentient devices) in rudimentary ways as well as understand in vague terms the information they try to convey to you; this information usually consists of simple terms, such as "no entry" or "need energy," or basic operating prompts, like "speak name" or "need keycard and password." This allows you to use Bluff, Diplomacy, or Intimidate in place of Engineering to identify technology, so long as you can communicate with it.

At 9th level, you can attempt Diplomacy and Intimidate checks to influence such machines, though the DC of this check is 15 + 1-1/2 the device's item level, further modified by the item's initial attitude for Diplomacy checks. Most machines are indifferent, though some (particularly security systems) might be unfriendly or even hostile. You gain a +2 circumstance bonus to affect friendly machines with Computers or Engineering checks, and the bonus increases to +4 for helpful machines. At the GM's discretion, helpful devices might perform simple favors for you. By contrast, a device made hostile by you might activate countermeasures, such as setting off alarms.

This isn't a language-dependent or sense-dependent ability, but you must have physical contact with a machine that isn't able to perceive you.

This feature alters expertise and skill expertise.

EXPERTISE TALENTS

The following expertise talents use the standard rules for expertise talents (*Core Rulebook* 64).

Enhance! (Ex; Computers)

- You've mastered methods for improving the fidelity of digital images. When you use Perception or Sense Motive to examine a digital representation of a subject, such as one portrayed on a computer monitor, you can take 20 on your skill check in half the normal time (usually 1 minute), using your Computers skill in place of the applicable skill modifier. When using sensors to scan an enemy during starship combat, you can spend 1 Resolve Point to increase the sensors' range increment by 5 hexes until the end of the round.
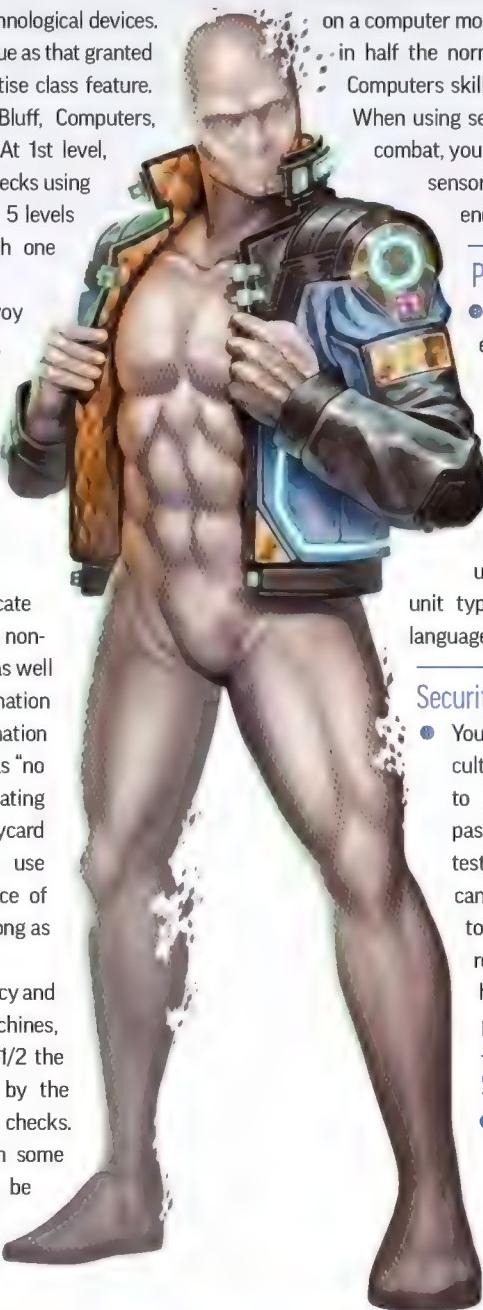
Power User (Ex; Computers)

- You delight in using your technological expertise as a blunt instrument against the fragile egos of less tech-savvy individuals. By forgoing your expertise die, you can make a Computers check in place of an Intimidate check when attempting to bully or demoralize any creature that has a computer, comm unit, or similar device (including the comm unit typically included with armor). This is a language-dependent ability.

Security Audit (Ex; Culture)

- You use your knowledge about the social or cultural tendencies of a computer's owner to make educated guesses about likely passwords or other security practices. By testing possible passwords for 1 minute, you can attempt a Culture check (DC = the DC to hack the computer). If you succeed, you reduce the DC of Computers checks to hack the computer as though you had the proper password.

Steady Hands (Ex; Engineering)

- You're cool under pressure, and even your mistakes are less frequently catastrophic. Once per day, if you fail by 5 or more while using Engineering to arm an explosive or to disable a device, you can immediately reroll the check.

MECHANIC

While some mechanics tinker with flying drones, install artificial intelligences into their own bodies, or enhance their weapons and armor, others are more interested in heavy-duty hardware: powerful improvised explosives or customized, experimental vehicles, mechs, and starships. These mechanics have developed bold, new ways to show off their ingenious innovations.

ALTERNATE CLASS FEATURES

Mechanics have access to the following alternate class features.

Experimental Explosives (Ex)

You're an expert at improvising explosives, the components for which you carry in a special pack, case, or weapons belt that weighs 1 bulk. Each day when you recover any spent Resolve Points, you can spend 10 minutes using your custom rig to create a number of experimental grenades and explosive charges (pages 68–69) equal to 1 + your Intelligence modifier. You create these explosives at no cost, and you don't need to decide which specific grenades or explosives you have until you use them, but when you do, each must have an item level equal to or less than your mechanic level. Any experimental explosives you don't use that day become inert, even if they're still in your possession. Your experimental explosives don't work for anyone but you. Whenever you take a 10-minute rest to recover Stamina Points, you can also prepare one additional experimental explosive, up to the maximum number of experimental explosives you can have. In addition, your custom rig functions as a detonator (*Core Rulebook* 218), and when calculating the DC of the save to resist your grenade's effects, you can use your Intelligence modifier in place of your Dexterity modifier.

At 5th level, you add 1/2 your mechanic level, rounded down, to your damage with grenades; when you explode grenades using the arm explosives task and a detonator, add this bonus damage only once. Also, your experimental explosives are magic weapons for the purpose of overcoming damage reduction.

At 7th level, when you use Engineering to perform the arm explosives or demolitions tasks, you can do so in half the normal time. You can still use the quick demolitions option (page 69) to further reduce the time expended. When making an attack with a grenade, you can draw that grenade as part of the action of making a thrown attack with it.

At 10th level, you can spend 2 Resolve Points as a move action to assemble an experimental grenade or explosive charge. This grenade or explosive can have an item level no higher than your mechanic level, and it counts against the maximum number of experimental explosives you can have. At 15th level, you can use this ability as a swift action or reduce its Resolve Point cost to 1.

At 11th level, when you use Engineering for demolitions tasks, each secondary charge you apply adds +3 to your Engineering check, instead of +2. You increase the range of your thrown grenades by 10 feet.

At 20th level, you increase the maximum result of your explosive charges by an amount equal to twice your Intelligence

modifier, and each secondary charge you apply when using the demolitions task adds +4 to your Engineering check, instead of +2. When you make a full attack, you can make up to three attacks, so long as at least one of those attacks is used to throw or launch a grenade. You take a –6 penalty to these attacks, instead of a –4 penalty.

Experimental explosives replaces the artificial intelligence (AI) and coordinated assault class features.

Experimental Vehicle (Ex)

You've built a unique vehicle of your own design, using the custom vehicle rules (pages 76-79) to create your vehicle for free with an item level of 1. The vehicle must have the experimental graft (page 78), the Medium or Large size graft, and one of the following type grafts: boat, cruiser, cycle, submersible, truck, or walker. You can select only from the following special grafts: amphibious, computer-assisted controls, junk, luxury, racer, or transport. At 7th level, you can select any type grafts or special grafts when designing your vehicle, and at 10th level, your vehicle can have the Huge size graft. Due to the vehicle's experimental design, its Piloting modifier decreases by 4 for anyone other than you who pilots it.

If your experimental vehicle is ever destroyed or lost, you retain its schematics in your custom rig and can rebuild a version of it for free using your custom rig after 24 hours of uninterrupted work. You can take a single 8-hour rest during each 24 hours spent working, but any interruption greater than a moment of conversation requires you to add 12 hours to the time required to rebuild your vehicle. In addition, every time you gain a mechanic level, you can redesign and rebuild your vehicle with the same amount of work, though if the new design's price is higher, you must expend credits equal to the difference between their prices. Your vehicle's item level can't exceed your mechanic level, and you can have only one experimental vehicle at a time.

As a full action while adjacent to your unoccupied vehicle, you can cause it to fold into a more compact form through a combination of null-space technology and cunning joints. This reduces the vehicle's size by one category. While miniaturized, the vehicle has a ground speed of 30 feet, and while its statistics are otherwise unchanged, its additional systems cease functioning, and it can't be used as a vehicle. The miniaturized vehicle follows you automatically, though as a move action, you can command it to remain in place or resume following you. As a full action while adjacent to your vehicle, you can restore it to its normal size and functions and board it. Treat a Large experimental vehicle's bulk as 128, and for every size category

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your vehicle grows or shrinks, respectively multiply or divide its bulk by 8. If the vehicle's bulk is reduced to less than 1, treat it as light bulk. At 11th level, you can reduce your vehicle's size by two size categories when miniaturizing it, and you can activate or revert the miniaturization while within 30 feet of the vehicle (though you can only automatically board it if you're adjacent to the vehicle). At 17th level, you can reduce your vehicle's size by three size categories when miniaturizing it.

This feature replaces the artificial intelligence (AI), coordinated assault, and control net class features.

MECHANIC TRICKS

These follow the rules for mechanic tricks (*Core Rulebook* 70).

2nd Level

You must be 2nd level or higher to choose these mechanic tricks.

Explosive Artist (Ex)

- Choose one feat that includes proficiency with grenades as a prerequisite. You gain this feat as a bonus feat, and you can qualify for that feat as though your base attack bonus from your mechanic levels were equal to your mechanic level.

Remote Pilot (Ex)

- Your custom rig can exercise delicate control over your vehicle, which gains an autopilot function (*Core Rulebook* 280) with a Piloting bonus equal to 4 + 1-1/2 the vehicle's item level. You can use your custom rig control the autopilot at a range of 500 feet, allowing you to engage, disengage, or enter coordinates for the autopilot as if you were in the vehicle. This range increases to 5 miles if you have the expert rig ability, 50 miles if you have the advanced rig ability, and has a planetary range if you have the superior rig ability.

  You must have the experimental vehicle class feature to choose this trick.

8th Level

You must be 8th level or higher to choose these mechanic tricks.

Engine Plasma (Ex)

- During the engineering phase of starship combat, you can perform a special engineer crew action called vent engines. As your starship moves during the next helm phase, it fills a number of consecutive hexes it departs with hazardous energy; the number of hexes filled can't exceed your Intelligence modifier. The energy dissipates at the beginning of the following turn's helm phase. Any starship that enters one or more of these hexes before then takes damage equal to 1d4 × your starship's tier, distributed evenly across all four quadrants. You can use this action once per combat, though you can use it additional times by spending 1 Resolve Point for each additional use.

Vehicular Miracle (Ex)

- You can use your miracle worker mechanic class ability one additional time per day, and you can also affect non-starship vehicles with that ability. If the vehicle isn't wrecked, you restore a number of the vehicle's Hit Points equal to twice your class level. If the vehicle's new Hit Points aren't high enough to remove its broken status, the vehicle functions as if it weren't broken until the end of your next turn. If you also spend 1 Resolve Point, you can use this ability on a wrecked vehicle, though the vehicle only functions for a number of minutes equal to your Intelligence modifier before being reduced to 0 Hit Points and becoming wrecked again. You can only restore function to a specific wrecked vehicle in this way once, after which that vehicle becomes immune to subsequent uses of the ability. You must have the miracle worker mechanic class ability to choose this trick.

DRONES

As each mechanic's artificial intelligence becomes self-aware, it develops its own unique style. The resulting plethora of extraordinary drone designs across the galaxy can address a host of needs, from rugged excavators to dignified protocol assistants and sturdy, scuttling sages. In such ways, the mechanic-drone duo can potentially overcome any obstacle, be it technological, tactical, or social.

BASIC MODS

Mechanics with the drone option for their artificial intelligence class feature can choose these mods at any level. Mechanics with the exocortex feature add uncanny sense to the mods they can select with their exocortex mods ability, and at 11th level, they add defensive fade and sonar pulse to the list of additional mods they can select.

Linguistic Module (Ex)

- Powerful processors provide your drone with exceptional language mastery. Your drone learns an additional number of languages equal to 4 + the drone's Intelligence modifier (minimum 2). Every time you gain a level, you can swap out one of these additional languages for a different language.

Multitool Mastery (Ex)

- Select two technological items of no more than light bulk, each with item levels no higher than your mechanic level. Add these items to the tools installed in your drone's tool arm and to the list of tools that your drone is programmed to use. This mod requires that your drone has the tool arm mod.

Rangefinder Protocol (Ex)

- Using sophisticated sensors and ballistics processors, your drone not only provides withering covering fire but can also quickly convey recommendations for how to best target your attacks. Your drone gains a +2 bonus to attack rolls to use covering fire, and it can choose to grant the circumstance bonus exclusively to you, rather than to the next ally to attack that foe. If it does so and that attack hits, it deals 1 additional damage per weapon damage die. You must be able to see or hear your drone to gain this benefit.

Reactive Command (Ex)

- Your drone is programmed with an array of emergency protocols. If your drone's good save bonus is Reflex, the drone gains a +1 bonus to Will saves; otherwise it gains a +1 bonus to Reflex saves. As a reaction, you can issue a reflexive command to your drone, allowing the drone to perform a reaction.

Reinforced Chassis (Ex)

- Your drone's frame is especially thick, housing redundant systems that mitigate otherwise-lethal damage. Your drone gains 3 Hit Points, plus an additional Hit Point for each mechanic level you have.

Uncanny Sense (Ex)

- Your drone gains two of the following benefits: it gains blindsense (scent) with a range of 30 feet; it gains sense through (vision [smoke only]) with a range of 30 feet; or its insight bonus to Perception skill checks increases to +4. If your drone has the camera mod and you choose the sense through ability above, the camera gains this sense through ability as well. This mod requires that your drone has the enhanced senses mod.

ADVANCED MODS

You must be 11th level or higher to choose these mods.

Defensive Fade (Ex)

- When under attack, your drone can disappear swiftly. Once per minute, as a reaction after taking damage, your drone can immediately activate its reactive camouflage as though it had remained stationary for 1 round, and it can attempt a Stealth check to hide even if it's currently observed. If the drone also spends 1 Resolve Point while activating this ability, it can also take a defensive step after attempting the Stealth check. This mod requires that your drone has the reactive camouflage mod.

Internal Database (Ex)

- Your drone contains an extensive database of information as well as a powerful processing unit for analysis. Once every 10 minutes, when the drone makes a skill check to identify a creature or recall knowledge, it can roll 1d6 and add the result to the roll as an insight bonus. At 11th level, the drone rolls 1d8 instead, and at 16th level, it rolls 1d10. In addition, the drone adds Computers, Culture, Life Science, Mysticism, Physical Science, and Profession to the skills it can select with its skill unit.

Negotiator Protocol (Ex)

- Your drone has agile subroutines that can readily read and adapt to social situations. Your drone's Charisma score increases by 2, and it adds Bluff, Diplomacy, Intimidate, Profession, and Sense Motive to the skills it can select with its skill unit. In addition, it adds the following feats to the list of feats it can choose from: Advance Warning^COM, Antagonize, Diversion, Fast Talk, Greater Feint, Improved Feint, Skill Focus, Skill Synergy, Tactful Advisor^COM, Unfriendly Fire, and Veiled Threat. Finally, the drone gains one of those feats for which it meets the prerequisites.

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Noqual Reinforcement (Ex)

◉ Your drone incorporates noqual into its armor and several internal systems, dissipating magical effects. The drone gains spell resistance equal to 6 + its level. You can choose this mod a second time, increasing the spell resistance to 11 + its level.

Sonar Pulse (Ex)

◉ Your drone's echolocation is especially powerful. It gains blindsight (sound) with a range of 5 feet. As a move action, the drone can increase its blindsight range to 30 feet until the beginning of its next turn. While you're within your drone's blindsight range, you can sense anything that it senses with its blindsense (sound) and blindsight (sound). This mod requires that your drone has the echolocators drone mod.

Sonic Blast (Ex)

◉ Your drone houses a devastating sound cannon. Once per hour, the drone can activate the sonic blast as a standard action, dealing sonic damage to all creatures and objects in a 30-foot cone; affected targets can halve the damage with a successful Fortitude saving throw (DC = 10 + 1/2 your mechanic level + your Intelligence modifier). The blast deals 1d10 damage for every two mechanic levels you have.

NEW DRONE CHASSIS

The following drone chassis expand on the options found on page 75 of the *Core Rulebook*. Mods marked with an asterisk (*) appear in this section.

ARTILLERY DRONE

Often built with a low profile to avoid return fire, an artillery drone is a mobile weapons platform strong enough to support the heaviest of ranged armaments. Its heavily armored core belies its exceptional agility and mechanical precision, allowing the drone to perch atop precarious vantage points and make tiny adjustments to line up the perfect shot.

STARTING STATISTICS

Size Medium
Speed 30 ft.
AC EAC 11, KAC 12
Good Save Reflex
Poor Saves Fortitude, Will
Ability Scores Str 12, Dex 14, Con —, Int 6, Wis 10, Cha 6
Ability Increases Strength, Dexterity
Initial Mods weapon proficiency (heavy), weapon mount (x2)

PROTOCOL DRONE

Often built to resemble a sapient species, the protocol drone is an adept translator and negotiator programmed to sense and adapt to a wide variety of social situations and domestic tasks.

STARTING STATISTICS

Size Small
Speed 30 ft.
AC EAC 11, KAC 11
Good Save Will
Poor Saves Fortitude, Reflex
Ability Scores Str 6, Dex 10, Con —, Int 10, Wis 10, Cha 14
Ability Increases Wisdom, Charisma
Bonus Skill Unit Culture, plus either Bluff, Diplomacy, Intimidate, or Sense Motive
Initial Mods linguistic module*, manipulator arms, negotiator protocol* (the negotiator protocol mod's Charisma bonus is already included above)

SAGE DRONE

Among the smallest of all drones, the sage drone is an ambulatory supercomputer designed to analyze its surroundings and provide real-time advice. The drone readily identifies and reacts to danger, proving an adept combatant despite its lightweight frame and minimal armor.

STARTING STATISTICS

Size Tiny
Speed 30 ft.
AC EAC 11, KAC 12
Good Save Will
Poor Saves Fortitude, Reflex
Ability Scores Str 6, Dex 14, Con —, Int 12, Wis 12, Cha 6
Ability Increases Intelligence, Wisdom
Bonus Skill Unit Two of the following: Computers, Culture, Life Science, Mysticism, Physical Science, Profession
Initial Mods internal database*, skill subroutine (the skill subroutine mod's Intelligence bonus is already included above), weapon mount

MYSTIC

Mystics forge connections with countless worldly and otherworldly forces greater than themselves. Though they often wield ancient powers, mystics adapt and harness their connections to affect the varied and diverse worlds around them. Some mystics go a step further, using their connection to enhance, manipulate, and shut down the technology that pervades much of the universe.

CONNECTION

The following new connection is available to mystics.

Glitchghost

By binding spiritual energy into objects, you can overwhelm and control technological devices and creatures.

- **Associated Deities:** Eloritu, Pharasma, Urgathoa
- **Associated Skills:** Engineering and Mysticism
- **Spells:** 1st–6th *spiritual consultation* (page 27); replaced by 1st–*spirit-bound computer*COM, 2nd–*haunted combatant*COM, 3rd–*phantom cycle*COM, 4th–*soothing protocol*, 5th–*transfer consciousness*COM

Soul Spark (Su) `1st Level`

- As a standard action, you supercharge or overload a device within 30 feet for 1 minute. The device must have a usage of 1 or more charges and must be a technological item, weapon, suit of armor, or armor upgrade. If you supercharge the device, decrease its usage by a number of charges equal to 1 + 1/3 your mystic level (minimum usage of 1); if you overload the device, instead increase its usage by this number of charges. Once you use this ability, you can't do so again until you take a 10-minute rest to regain Stamina Points.

Disrupt Technology (Su) `3rd Level`

- You can spend 1 Resolve Point as a standard action to trap a destructive spirit in an object within 60 feet. The object gains the broken condition for a number of rounds equal to 1 + half your mystic level. Archaic objects and exceptionally large objects (such as vehicles, starships, and buildings) are unaffected by this ability. An object in a creature's possession can attempt a Will save to reduce the duration to 1 round.

Spectral Armaments (Su) `6th Level`

- Once per day as a move action, you can infuse one armor or weapon you touch with eldritch energy. This grants a weapon the effects of a *ghost killer* or *limning*AR weapon fusion, or it grants the armor the effects of a *ghost armor* or *telepathic dampener*NS armor upgrade. This fusion doesn't count toward the maximum total level of fusions the weapon can have at once, and this armor upgrade doesn't require an upgrade slot. You can activate spectral armaments as a full action to infuse one additional item you touch; the affected items retain these benefits for 1 minute per mystic level. You can activate spectral armaments additional times per day by spending 1 Resolve Point each additional time you use it after the first.

Spirit Speaker (Su) `9th Level`

- You add your channel skill bonus to Charisma-based skill checks made to interact with incorporeal and technological creatures as well as to skill checks made to disable technological devices. Additionally, you can use *speak with dead* as a spell-like ability three times per day, but only to communicate with constructs or creatures with the technological subtype.

Awaken Technology (Su) `12th Level`

- You can spend 1 Resolve Point as a standard action to coax a spirit into possessing an item, computer, lock, trap, construct, or vehicle within 60 feet, for a number of minutes equal to your mystic level. A construct creature or an object in a creature's possession can attempt a Will save to negate this effect.

  If the possessed object is a computer, you can attempt Mysticism checks in place of Computers checks to operate it. If the possessed object is a lock or trap, you can use Mysticism in place of Engineering to disable it. If the possessed object is a vehicle, you can use Mysticism in place of Piloting to operate it. If the possessed object is a construct, it loses its immunity to mind-affecting effects. If the possessed object is a technological item with charges, it turns on. Objects that don't fit into any of the above categories, including mechs and starships, are unaffected by this ability.

Ghostly Form (Su) `15th Level`

- As a standard action, you can move up to your speed as if you were incorporeal, provided you begin and end your movement in an unoccupied space. Construct creatures and creatures wearing armor you pass through become overburdened for 1 round (Will negates) as you cause malfunctions. Whether or not the creature succeeds at its save, it then becomes immune to your ghostly form for 24 hours. You can use this ability a number of times per day equal to your mystic level.

Spirit Storm (Su) `18th Level`

- You can spend 1 Resolve Point as a standard action to unleash a barrage of spirits in a 30-foot-radius burst around you; this deals 12d6 force damage to constructs, undead, and creatures with the technological subtype in the area, and 12d6 cold damage to all other creatures in the area (Reflex half). Objects with hardness of 30 or lower in the area are broken for a number of rounds equal to your mystic level (or for 1 round if they succeeded at the saving throw). You can expend a mystic spell slot to exclude a number of squares, up to the level of the spell slot expended, from the area affected by the spirit storm.

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ALTERNATE CLASS FEATURE

Mystics have access to the following alternate class feature.

Mystic Smith (Su)

When crafting hybrid or magic items, the number of ranks you have in Engineering and Mysticism is treated as one higher for the purposes of determining what items you can craft and how long it takes to craft them. The time it takes you to install, remove, or transfer a fusion seal is reduced by a number of minutes equal to your mystic level, to a minimum of 1 minute. When you transfer a fusion seal to a weapon, the fusion seal begins functioning after only 1 hour (or immediately if you also spend 1 Resolve Point).

You add *mending* and *make whole* to your mystic spell list. Once per day, you can cast *make whole* as a spell-like ability, using your mystic level as your caster level, except the spell restores 1d6 Hit Points for each mystic level you have.

At 2nd level, you gain a +1 insight bonus to Engineering and Mysticism skill checks made to craft, identify, and repair hybrid and magic items. This bonus increases by 1 at 5th level and every three levels thereafter.

At 2nd level, as a swift action, you can supercharge your magical gear for a number of rounds equal to your Wisdom modifier, during which time you gain a +1 bonus to attack rolls made with hybrid weapons. This bonus increases to +2 at 9th level and +3 at 18th level. Once you use this ability, you can't do so again until you rest for 10 minutes to recover Stamina Points.

At 11th level, you can touch a weapon fusion or fusion seal installed in a weapon (requiring a successful melee attack against an unwilling wielder's EAC) as a standard action to drain that fusion, rendering it nonfunctional for 1 hour; the fusion can't be uninstalled or transferred while drained, and it still counts toward the total levels of fusions the weapon can have. You simultaneously grant the fusion's benefit to up to 10 weapons within 30 feet of you; this fusion doesn't count against the total levels of fusions those weapons can have but otherwise follows the rules for weapon fusions. After draining a fusion, you can't drain that same fusion for 24 hours.

Mystic smith replaces the healing touch, channel skill, mindlink, and telepathic bond class features.

NEW SPELL

Mystics have access to this spell.

SPIRITUAL CONSULTATION

ⓜ MYSTIC 1–6

School divination
Casting Time 1 standard action
Range touch
Targets one comm unit or computer
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no
You draw a spirit into a comm unit or computer, allowing you to consult the spirit for information. As a swift action, you can ask the spirit a question;

you can ask a question in this way a number of times equal to your key ability score modifier. The spirit attempts to recall knowledge with any of its available skills, then transmits a response to your question via the device at the start of your next turn. Questions asked of a spirit are wasted if they aren't relevant to its field of expertise or aren't achievable with skill checks to recall knowledge.

1st: When you cast *spiritual consultation* as a 1st-level spell, the spirit has a bonus of +6 in one skill of your choice.

2nd: When you cast *spiritual consultation* as a 2nd-level spell, the spirit has a bonus of +10 in one skill of your choice.

3rd: When you cast *spiritual consultation* as a 3rd-level spell, the spirit has a bonus of +14 in one skill of your choice.

4th: When you cast *spiritual consultation* as a 4th-level spell, the spirit has a bonus of +17 in two skills of your choice.

5th: When you cast *spiritual consultation* as a 5th-level spell, the spirit has a bonus of +20 in two skills of your choice, and the duration of the spell increases to 10 minutes/level.

6th: When you cast *spiritual consultation* as a 6th-level spell, the spirit has a bonus of +23 in two skills of your choice, the duration of the spell increases to 10 minutes/level, and the number of questions you can ask the spirit doubles.

OPERATIVE

Some operatives weaponize technology to such an impressive extent that their talents are inextricably tied to their gear. Others rely on coercion and intimidation to make their way in the universe or hone niche troubleshooting skills. Specializing as Improvisors who create gadgets from junk or daring getaway drivers are equally valid paths for operatives, alongside the more traditional routes of bandit or sniper.

OPERATIVE SPECIALIZATIONS

The following new specializations are available to all operatives.

Bandit

You cultivate a menacing persona to coerce your targets.

- **Associated Skills:** Intimidate and Sense Motive. You can attempt an Intimidate check with a +4 bonus to make a trick attack by menacing or threatening your foe.
- **Specialization Exploit:** Disarming Command.
- **Commanding Presence (Ex):** At 11th level, you can spend 1 Resolve Point as a standard action to attempt an Intimidate check to demoralize any number of creatures within 60 feet, though you take a cumulative –1 penalty to your Intimidate check for every two creatures you attempt to demoralize in this way (rounded down). Then choose a number of creatures you successfully demoralized (up to a number of creatures equal to your Charisma modifier). Those creatures follow a single command you issue for 1 round, per *command* (Will negates). Once you've targeted a creature with commanding presence, it's immune to your commanding presence for 24 hours. This is a mind-affecting, sense-dependent fear effect; the secondary command effect is also language-dependent.

Driver

Your lightning reflexes and cool-headed judgment are without equal when you're behind the wheel.

- **Associated Skills:** Piloting and Survival. When you make an attack while you're inside a vehicle, you can attempt a Piloting check with a +1 bonus to make a trick attack.
- **Specialization Exploit:** Trick Stunt.
- **One With the Wheel (Ex):** At 11th level, you reduce the penalty you take to attack rolls attempted from a moving vehicle by 2. By spending 1 Resolve Point, you can perform one of the following vehicle actions using the associated action type: board or disembark from a vehicle (swift action); start a vehicle (swift action); stop short (swift action); take control (no action); relinquish control (no action); engage or disengage autocontrol (no action); engage or disengage autopilot (no action); or make a single attack using a one-handed weapon as part of performing the race action (no action).

ALTERNATE CLASS FEATURES

Operatives have access to the following alternate class features.

Improvisor

You're an expert innovator who can transform mundane objects into lethal weapons and build functional devices out of junk. So long as you have a hand free and are adjacent to items with a total bulk of 1 or higher that you could readily use as improvised weapons, you threaten nearby foes as though you were wielding a melee weapon.

As a move action, you can swiftly alter and determine how to best weaponize a mundane object with 2 or less bulk that you're carrying. By spending 1 Resolve Point, you can perform this action as part of the same action you use to draw or pick up the improvised weapon. When you use the object as an improvised weapon, you ignore the –4 penalty to attacks with that weapon because it's improvised, you don't treat it as archaic, you give the weapon the thrown (10 feet) weapon special property, and you can choose to give the weapon the operative weapon special property whenever you make attacks with it. The improvised weapon deals 1d4 damage; this damage increases to 1d6 at 4th level, 2d6 at 8th level, 3d6 at 12th level, 5d6 at 15th level, and 7d6 at 20th level. The type of damage dealt by the improvised weapon is based on the components used to create it—typically bludgeoning, piercing, or slashing—and the weapon targets KAC.

At 3rd level, you can create temporarily functional technological items out of junk. To do so, you must have access to technological junk and gear like computers, scrap metal, or derelict vehicles with total bulk at least five times that of the device you want to create. Building a device takes a number of minutes equal to its item level, and when you finish creating the device, you must spend a number of Resolve Points equal to 1/4 the item's level (rounded up) to make it functional. The device lasts a number of hours equal to your operative level, and if it consumes charges to function, it has a number of charges equal to its usage value (allowing the item to be used once). For each additional Resolve Point you spend when creating the item, it gains additional charges equal to its usage, to a maximum of the item's capacity.

This replaces the operative's edge class feature.

Sniper

You're a skilled sharpshooter who deals death over vast distances with sniper weapons. As a full action, you can move up to 1/4 your speed. Whether or not you moved, you can then make an attack with a melee weapon with the operative property, a small arm, or a sniper weapon. If the weapon has the sniper property, you can use the property as if you had used a move action to aim. Just before making your attack, attempt a Perception or Stealth check (or a check associated with your specialization) with a DC of 20 + 1-1/2 your target's CR. If you succeed at the check, the target is flat-footed against the attack and you deal

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1d3 additional damage. This damage increases to 1d6 additional damage at 3rd level, plus an additional 1d6 damage for every 2 levels thereafter. You can't use this ability with a weapon that has the unwieldy special property unless it also has the sniper special property, in which case this ability doesn't allow you to move before attacking.

This replaces the operative's trick attack class feature.

OPERATIVE EXPLOITS

The following operative exploits follow the normal rules for the class feature (*Core Rulebook* 93).

2nd Level

You must be at least 2nd level to choose these exploits.

Dramatic Dive (Ex)

⊕ When a vehicle you're in becomes broken, becomes wrecked, crashes, or takes collision damage, you can use a reaction to jump from the vehicle as though you had a running start. You halve any falling damage you might take from this jump. You can't use this exploit if you're currently benefiting from total cover inside a vehicle, and the GM might prohibit its use in other situations where you couldn't feasibly reach and break free from a vehicle's interior.

Invigorating Strike (Ex)

⊕ Victory reinvigorates you. Once per round when one of your attacks defeats a significant enemy, you regain Stamina Points equal to 1d4 + your key ability score modifier. The number of Stamina Points you regain increases by 1d4 at 5th level and every 3 levels thereafter.

6th Level

You must be at least 6th level to choose this exploit.

Professional Trick (Ex)

⊕ Choose one Profession skill. Add that skill to the list of skills you can use to perform trick attacks. If your chosen Profession skill used for a trick attack matches the Profession skill listed for a weapon you wield that has the professional weapon special property (*Armory* 30), you can use that weapon to perform the trick attack. Unless the weapon either has the operative special weapon property or is also a small arm, you don't add trick attack damage to your attack, but the target is still flat-footed, and you can use debilitating tricks.

10th Level

You must be at least 10th level to choose these exploits.

Disarming Command (Ex)

⊕ For your debilitating trick, you can attempt to scare your opponent into dropping whatever they're holding. Attempt an Intimidate check to demoralize a target within 30 feet of you. If you succeed, choose an item the target is holding that would be subject to a standard disarm combat maneuver.

The target must succeed at a Will save or fumble that item. A fumbled item isn't dropped, but the target can't operate the item without spending a move action to restore its grip on the item, and until the target restores its grip, combat maneuvers made to disarm the fumbled item gain a +5 bonus. If the target fails its Will save by 5 or more, it instead drops the item as if you had disarmed it.

This ability can instead impede a target using a weapon with the integrated weapon special property. Failing the Will save by any amount causes the target to believe your attack damaged the integrated weapon in some way, preventing them from using that weapon for 1d6 rounds. As a move action, the target can check the affected weapon to end this effect.

Once you've used this ability against a creature, it becomes immune to your disarming command for 1 hour.

Trick Stunt (Ex)

⊕ When you use a full action to perform the ram or run over vehicle actions, you can perform a Piloting check with a DC of 20 + your target's CR (or the first target's CR for the run over action). If you succeed, roll your trick attack damage and divide the result by 2. You add this amount to the collision damage your vehicle deals to the first target, and you subtract this amount from the damage dealt to your vehicle when colliding with the first target. If you succeed at the Piloting check by 5 or more, you can also apply your debilitating trick to the first target you damage with the action.

SOLARIAN

Technological innovation has introduced powerful solarian dichotomies beyond light and gravity, such as the electrical flow and resistance that drives many devices. Considering these electrical elements part of a unified mystical theory to understand existence, the self-styled "electromagni" often clash with traditional solarians who deride these upstarts to be glorified electricians—rivals at best and heretics at worst.

ALTERNATE CLASS FEATURE

Solarians have access to the following alternate class feature.

Electrical Attunement (Su) `1st Level`

Your solarian powers are tuned to the interplay of energy and resistance, not photons and gravitons. Your stellar mode class feature enables you to be in three modes: energy mode, resistance mode, or unattuned. For the purpose of empowering revelations based on your attunement and meeting prerequisites, treat energy mode as photon mode, and treat resistance mode as graviton mode. Your solarian abilities that deal fire damage or provide cold resistance—such as corona, plasma sheath, or solar flare[COM]—deal electricity damage and grant electricity resistance instead. At 1st level, you learn the destructive discharge and energy sink stellar revelations instead of black hole and supernova.

Electromagnetic attunement alters solar manifestation, stellar mode, and stellar revelation.

Energy Mode: When you enter energy mode, you gain 1 energy attunement point and become energy-attuned; you're treated as being photon-attuned for the purpose of determining your stellar revelations' effects. While energy-attuned, your speeds all increase by 5 feet. This bonus increases by 5 feet for every 3 solarian levels you have.

Resistance Mode: When you enter resistance mode, you gain 1 resistance attunement point and become resistance-attuned; you're treated as being graviton-attuned for the purpose of determining your stellar revelations' effects. While you're resistance-attuned, you gain damage reduction 1/—. This bonus increases by 1 for every 6 solarian levels you have, and this damage reduction stacks with one other source of DR.

STELLAR REVELATIONS

Stellar revelations use the rules on page 102 of the *Core Rulebook*.

`1st Level`

Solarians with electromagnetic attunement gain these revelations at 1st level. These revelations aren't available to other solarians.

Destructive Discharge (Su)

● When you're fully energy-attuned, as a standard action, you can deal 1d8 electricity damage plus 1d8 per solarian level to one creature within 30 feet of you (Fortitude half). Increase this revelation's range by 5 feet for every 2 solarian levels you have. After you use this revelation, you immediately become unattuned. Destructive discharge functions as a zenith revelation for the purposes of abilities that reference them.

Energy Sink (Su)

● When you're fully resistance-attuned, as a standard action, you can cause all creatures within 10 feet of you to become fatigued for 1 minute, and any creature that's already fatigued becomes nauseated for 1 round (Fortitude negates). Creatures affected by this ability must expend twice as many charges as normal when operating items powered by batteries. After you use this revelation, you immediately become unattuned. Energy sink functions as a zenith revelation for the purposes of abilities that reference them.

`2nd Level`

You must be at least 2nd level to choose these revelations.

Gravitational Lock (Su) ((GRAVITON REVELATION))

● You can bind an enemy to you through gravitational forces. As a move action, choose one creature adjacent to you. Whenever the target attempts to move to any space that isn't adjacent to you before the beginning of your next turn, it must succeed at a Fortitude save or be unable to move into that space, losing the remainder of the distance it could've traveled with that action. Once the target is no longer adjacent to you, the effect ends. While you're attuned or fully attuned, a target that fails its save also struggles to focus on anyone but you, treating enemies other than you as having concealment. Once a creature has been affected by this revelation, it becomes immune to your gravitational lock for 24 hours.

Solar Battery (Su) ((PHOTON REVELATION))

● You can energize a battery with solar power, empowering a weapon but draining the battery in the process. As a move action, you supercharge one weapon you're wielding or a weapon wielded by an ally within your melee reach. The weapon must have a battery, and that battery must have at least half its charges remaining. The next attack made with that weapon before the end of your next turn gains a bonus to its damage equal to your solarian level plus your Charisma modifier, but the attack expends the battery's remaining charges.

If you're attuned or fully attuned, you can cause half or all of the weapon's damage to become fire damage instead of its normal damage type; this doesn't change whether the attack targets EAC or KAC. If the attack already deals two types of damage, the wielder can replace one or both of them with fire damage.

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6th Level

You must be at least 6th level to choose these revelations.

Photon Circuits (Su) ⬡ PHOTON REVELATION

- By creating a complex web of energy inside a computer, you can override its programming. You can use Mysticism to perform the following tasks normally performed with the Computers skill: access unsecured system, detect fake shell, disable or manipulate module, gain root access, and hack system.

Weapon Orbit (Su) ⬡ GRAVITON REVELATION

- As a standard action, make a ranged attack with a melee weapon you're wielding against a target within 30 feet. If you hit, you add your Charisma modifier to the weapon's damage instead of adding your Strength modifier. At the end of your turn, the weapon returns to your hand unless you don't have a free hand, in which case the weapon lands in your square. If attuned or fully attuned, you can use this ability to perform a full attack with the melee weapon at range, but each attack must be made against a different target within range. These attacks can benefit from the flashing strikes class feature as though they were melee attacks.

10th Level

You must be at least 10th level to choose these revelations.

Grounding Sink (Su) ⬡ GRAVITON REVELATION

- When you use the energy sink stellar revelation, you draw strength from those around you. If at least one creature fails the Fortitude save against your energy sink, you gain a number of temporary Hit Points equal to your solarian level that last for 1 minute. Upon gaining these temporary Hit Points, if you have the fatigued condition, you remove that condition. If you have the exhausted condition, you become fatigued instead. You must have the energy sink stellar revelation to select this revelation.

Paralyzing Storm (Su) ⬡ PHOTON REVELATION

- Your electrical discharges overwhelm your target's motor functions. If the target of your destructive discharge stellar revelation fails its saving throw against the effect, the revelation also has one of the following effects: the target is knocked prone, the target gains the flat-footed condition for 1 round, or the target must succeed at a second Fortitude save or be stunned for 1 round. You must have the destructive discharge stellar revelation to select this revelation.

Zenith Revelations

Solarians can choose zenith revelations only when they gain the zenith revelation class feature.

Fear Horizon (Su) ⬡ GRAVITON REVELATION

- When you're fully graviton-attuned, you can leverage cosmic gravity as a standard action to drain enemies' hope. All enemies in a 30-foot emanation with a CR equal to or less than your level become frightened for 1 minute (Will negates). At the end of each of its turns, an affected creature can attempt a new saving throw to end the effect prematurely. This is a mind-affecting fear effect.

Stellar Rebirth (Su) ⬡ PHOTON REVELATION

- As a standard action when you're fully photon-attuned, you can heal a creature you touch that has been dead for no more than 2 rounds. The creature is restored to life with 1 Hit Point and has 1 negative level for 24 hours. This ability has no effect on creatures slain by death effects, creatures turned into undead, or creatures whose bodies were significantly mutilated.
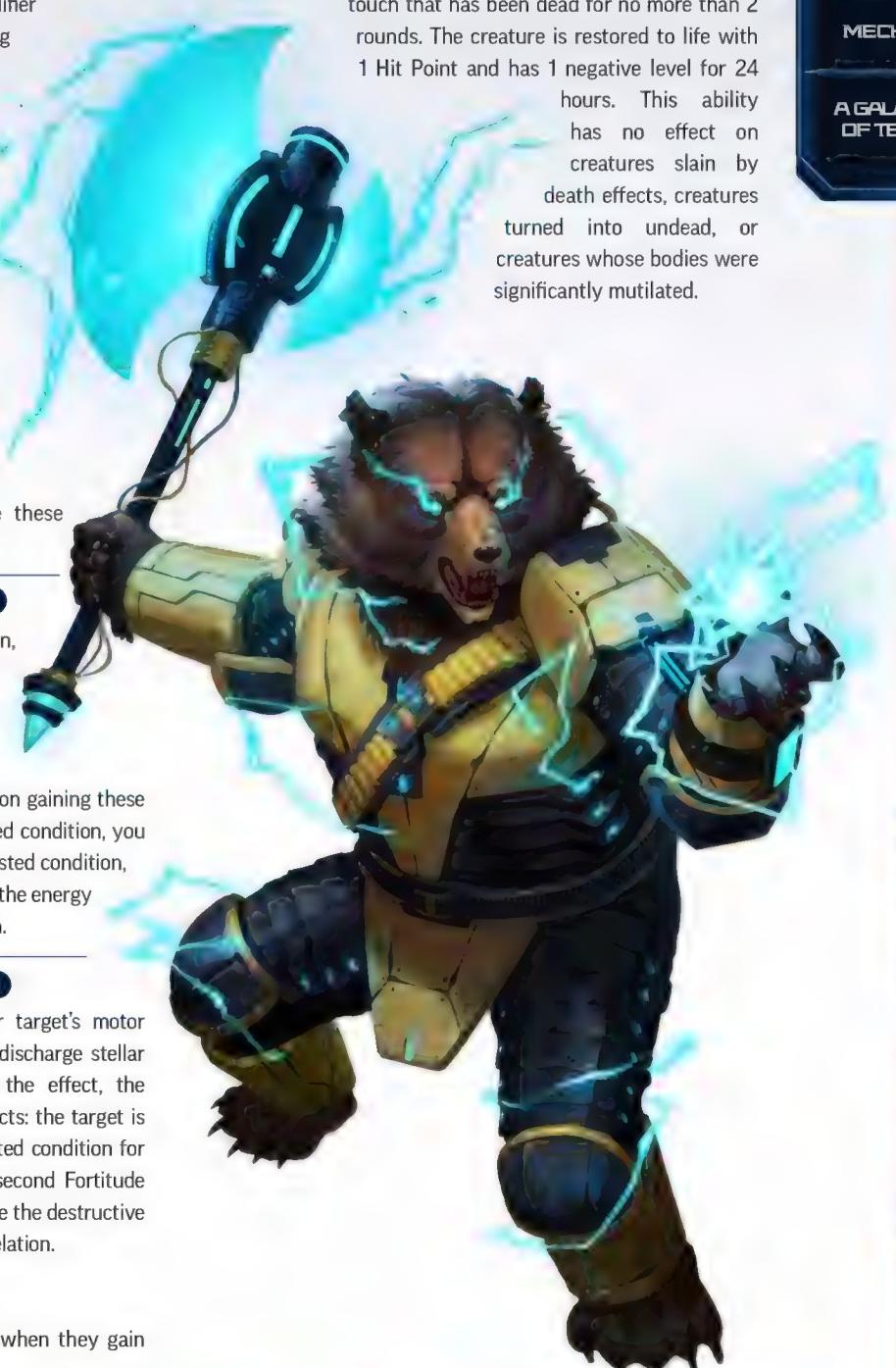
SOLDIER

Most soldiers take to technology like fish to water. After all, having the best gear may grant a warrior the crucial edge in combat. Whether it's a more powerful weapon, superior armor, or devices that provide unique abilities, no soldier wants to be left behind in the technological arms race. Many militaries and mercenaries spend whatever it takes to keep their soldiers outfitted with the very best tech.

FIGHTING STYLES

The following are soldier fighting styles (*Core Rulebook* 112).

Bullet Rain

Whether the roar of flamethrowers heralds your entrance or the staccato beat of bullets punctuates your battle cries, you're a master at using heavy weapons.

Spray Targets (Ex) 1st Level

- When attacking an area (like a line or cone) with heavy weapons, you ignore concealment and any cover less than total cover.

Focus Fire (Ex) 5th Level

- When you make a single attack against an area—such as by using a weapon's automatic mode—and the attack would affect only a single target, you can focus your attack on that target. If you hit, the target chooses to either drop prone or take additional damage from the attack equal to your soldier level. Dropping prone doesn't negate the normal damage, nor does it affect the target's AC against the triggering attack. This attack expends all of the weapon's remaining ammunition, even if the attack wouldn't normally do so.

Furious Reload (Ex) 9th Level

- On your turn, you can spend 1 Resolve Point to reload a heavy weapon without using an action. When you do so, you gain a +1 morale bonus to attack rolls made with the reloaded weapon as well as temporary Hit Points equal to your key ability score modifier. Both effects last until the beginning of your next turn.

One-Handed Gunner (Ex) 13th Level

- You can wield a two-handed heavy weapon with only one hand as long as your Strength exceeds the minimum Strength needed to wield the weapon without a penalty by 2 or more. When you're using two hands to operate a heavy weapon you could wield one-handed, once per round when you hit a target with the weapon, you can provide covering fire to one of your allies against the target you hit in addition to dealing damage.

Overwhelming Firepower (Ex) 17th Level

- When you use a heavy weapon to attack an area, choose any number of targets in the area that you missed with the attack and that don't benefit from total cover. The selected targets still take damage from the attack equal to your soldier level or equal to the weapon's damage, whichever is lower. The damage type is identical to that dealt by the weapon.

Powerhouse Style

You specialize in getting the most out of unwieldy weapons, swinging the likes of doshkos and swoop hammers with unstoppable force. After all, you only need to hit your opponent once, as long as you hit them hard enough.

Unwieldy Cleave (Ex) 1st Level

- You gain the Cleave feat even if you wouldn't normally meet its requirements, and you can use Cleave with an unwieldy melee weapon, which isn't normally possible. If you already have this feat, choose a bonus combat feat for which you qualify instead.

Weapon Blocking (Ex) 5th Level

- As a move action, you can grant an unwieldy melee weapon you wield the block weapon special property until the beginning of your next turn. If you use an unwieldy melee weapon with the block special ability to critically hit a target, the block property's enhancement bonus to AC increases to +2 until the beginning of your next turn.

Unwieldy Opportunist (Ex) 9th Level

- When a creature provokes an attack of opportunity from you, you can spend 1 Resolve Point to make the attack of opportunity with an unwieldy melee weapon you're wielding, even if you've already attacked with it this round. If you have the soldier's onslaught class ability or a similar ability that allows you to attack three or more times with full attack, you can spend 1 Resolve Point to use an unwieldy melee weapon you're wielding to perform the full attack; when you do so, you perform one less attack than normal (e.g. making two attacks at a –6 penalty when using soldier's onslaught). Once you use this ability, you can't do so again until you take a 10-minute rest to recover Stamina Points.

Forceful Attack (Ex) 13th Level

- As a full action, you can make one attack with an unwieldy melee weapon. If you hit, in addition to dealing damage, you can also perform a bull rush combat maneuver against the target, using your attack roll's result as your combat maneuver's attack roll to determine how far you push the target.

Unwieldy Power (Ex) 17th Level

- You bring an unbelievable amount of strength to your attacks, striking down your opponents with ease. When you use an unwieldy melee weapon, your damage from weapon specialization increases to 1-1/2 times your character level.

GEAR BOOSTS

Soldiers can select the following gear boosts (*Core Rulebook* 111).

3rd Level

You must be at least 3rd level to choose these gear boosts.

Bright Flames (Ex)

- Any weapon from the flame category gains the bright weapon special property while you wield it. If the weapon already has the bright property, the weapon's attacks increase the area's illumination by two steps, to a maximum of normal light. You can suppress or resume this gear boost for weapons you wield without spending an action.

Forceful Throw (Ex)

- You can use your Strength modifier in place of your Dexterity modifier to calculate the saving throw DC of thrown weapons with the explode property.

Swarm Shooter (Ex)

- When you use a weapon that deals damage to multiple targets, it deals additional damage to creatures with the swarm defenses special ability as though the weapon affected all creatures in its area. When you use a ranged weapon that would normally affect only a single target against a creature with the swarm defenses ability, you can deal half damage to the target instead of no damage.

7th Level

You must be at least 7th level to choose these gear boosts.

Alkali Conversion (Ex)

- As a move action, you can adjust the payload of a weapon you wield that deals acid damage, briefly converting it into an alkaline and equally caustic substance. Until the end of your turn, your attacks with the weapon treat the acid resistance of targets as 5 lower (minimum 0) for the

purposes of resisting the weapon's acid damage. At 15th level, the alkaline attacks instead treat the acid resistance of targets as 10 lower, and such attacks deal their minimum acid damage to targets immune to acid rather than dealing no damage.

Penetrating Fire (Ex)

- When you score a critical hit using a weapon with the burn critical effect and your attack deals damage to the target, the fire damage from the burn effect ignores fire resistance the target might have.

Selective Explosion (Ex)

- When you use a weapon that affects an area, such as weapons with the line, blast, or explode special properties, you can choose one creature in the weapon's area not to be affected by the weapon.

11th Level

You must be at least 11th level to choose these gear boosts.

Double Grenade Toss (Ex)

- As a standard action, you can throw two grenades you're holding. The grenades must be aimed at intersections no more than 15 feet apart, and you make a separate attack for each grenade. The sum of the grenades' item levels can't exceed your soldier level plus your key ability score modifier.

Dual Augmentation (Ex)

- If you have an augmentation that functions as a weapon, such as a bone blade^AR or optical laser^AR, you can install an additional augmentation in the same system. You can have no more than two augmentations in that system, even if you have another ability that provides you a similar benefit.

Technological Disruption (Ex)

- You can use weapons in the shock category to perform dirty trick combat maneuvers against targets with the technological subtype and to perform sunder combat maneuvers. For ranged attacks, either maneuver can only be attempted against targets within the first range increment, and you make a ranged attack against the target's KAC + 8 instead of a melee attack roll.
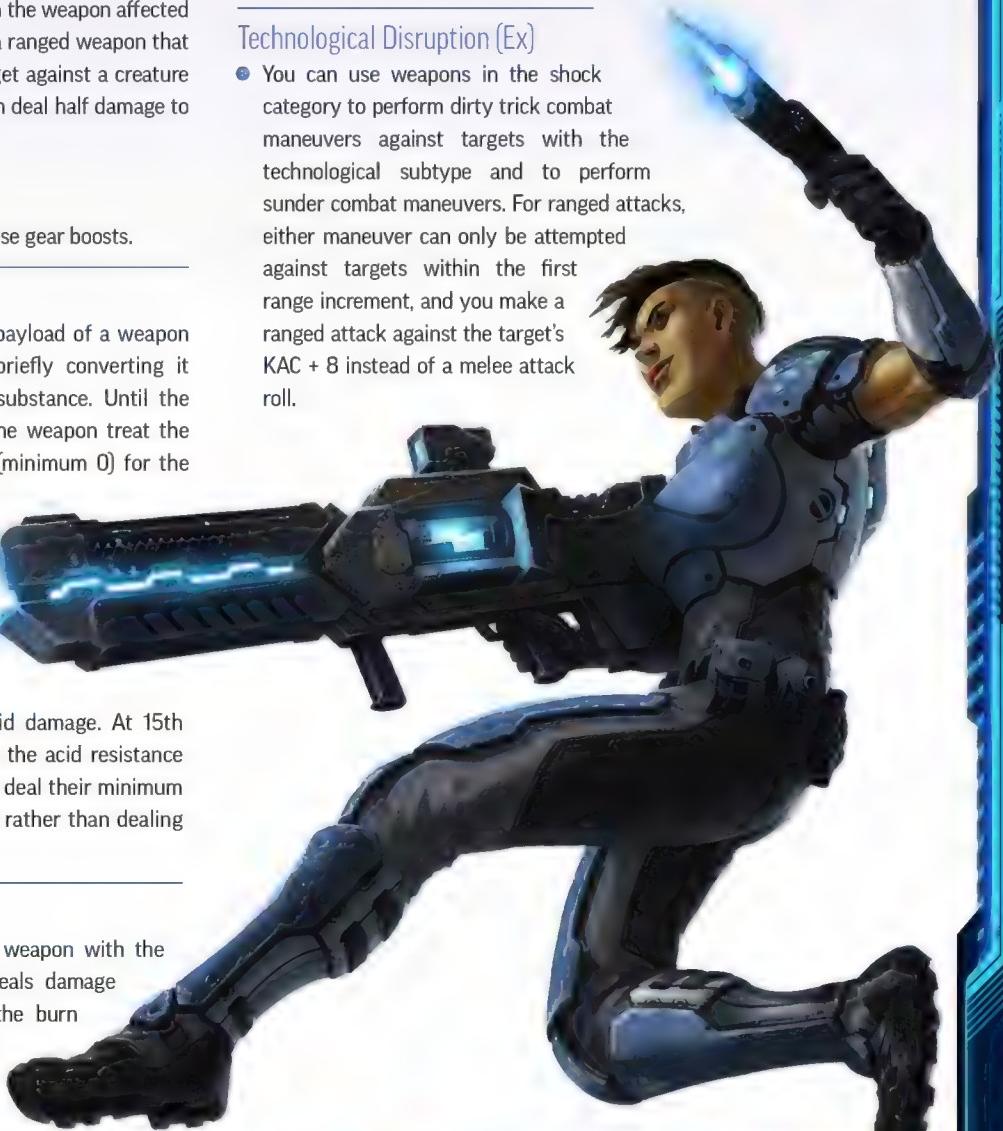
TECHNOMANCER

Technomancers are masters of hybridized technologies, coaxing machines into performing supernatural feats and funneling magic into rudimentary devices to exceed their operating specs. Increasingly, technomancers have developed extraordinary techniques to manufacture spirits from scrap, creating inexplicably powerful tools from junk and artificial intelligences from mundane materials.

ALTERNATE CLASS FEATURES

Technomancers have access to these alternate class features.

Drone Technomancy

You have created an extraordinary new life powered by your technomancy, providing you a skilled companion at the cost of your overall magical potential. You gain a drone artificial intelligence, using your technomancer level as your mechanic level. If you have additional levels in a class that provides you a drone artificial intelligence, you add them together to the determine the effectiveness of your drone. You gain one fewer spell slot per day of each level.

When you learn new magic hacks, you can choose to select any of the following mechanic tricks as though they were magic hacks, using your technomancer level as your mechanic level to qualify for these tricks: drone meld, extra drone mod, hyperclocking, mod tinkerer, overclocking, repair drone, and ultraclocking.

This alters spells and replaces spell cache and cache capacitor.

Junk Technomancy

Your magic easily recycles technological refuse into useful tools, literally making another's trash into your treasure. You gain *junk armor*[PW] and *junksword*[PW] as 1st-level spells known. When you gain the ability to cast technomancer spells of a higher level, you add the next higher level of *junk armor* and *junksword* to your list of spells known. You immediately lose the lower level version of these two spells and replace them with one spell known for that lower spell level. Once per day, you can cast *junk armor* or *junksword* as a spell of the highest technomancer spell level that you can cast without expending a spell slot. When you cast junk spells—including any spells that specifically create or manipulate junk, such as *junk armor*, *handy junkbot*, or other spells as the GM's discretion—you treat your technomancer caster level as 1 higher than normal.

At 3rd level, your techlore class feature grants its insight bonus to your Engineering checks rather than to Computers checks; it still grants you an insight bonus to Mysticism checks.

At 6th level, armor you create or enhance with *junk armor* gains one armor upgrade slot. When you create a *junksword*, you can simultaneously place a weapon fusion seal into it whose item level cannot exceed half the spell's caster level; the fusion seal is harmlessly returned to your hand when the spell ends.

This alters spells and techlore, and it replaces spell cache and cache capacitor.

MAGIC HACKS

The following use the rules for magic hacks found on page 119 of the *Core Rulebook*.

2nd Level

You must be at least 2nd level to choose these magic hacks.

Gremlin Companion (Su)

● Your magic has attracted an adoring gremlin that helps you sabotage and control technology. This gremlin is a special creature companion (*Alien Archive 3* 138) that you immediately obtain and bond with, granting you the Creature Companion Adept[AA3] feat. You can use Mysticism ranks in place of Survival ranks to qualify for the Creature Companion Expert[AA3], Creature Companion Master[AA3], and creature Companion Virtuoso[AA3] feats. If your gremlin companion dies, you can conjure and bond with a new gremlin companion 24 hours later as part of a ritual that takes 8 hours to complete. Your companion has the following statistics.

GLITCH GREMLIN
Level 1-20

Tiny fey
Senses low-light vision
Good Save Will; **Poor Saves** Fort, Ref
Speed 20 ft., climb 20 ft.
Melee Attack bite (P)
Melee Attack jolt (E)
Space 2-1/2 ft. **Reach** 0 ft.
Ability Modifiers Dex, Int

SPECIAL ABILITIES

Jolt (Su) Every 1d4 rounds, a glitch gremlin can channel an electrical blast as a ranged attack that targets EAC. This ray has a range increment of 30 feet.

Short Circuit (Su, 7th level) A glitch gremlin that critically hits a creature with its bite or jolt attack can cause one computer, technological item, or weapon without the analog special property in the target's possession to become broken for 1d4 rounds unless the target succeeds at a Will save (DC = 10 + the gremlin's level). If the broken condition would have no effect on the item, the condition instead causes the weapon to have a 20% chance of malfunctioning each round it's turned on and each time it's activated. When an item malfunctions, it is deactivated, cannot be used until the beginning of the user's next turn, and produces no effect (wasting the action used to operate it).

Tech Support (Ex) While your glitch gremlin is adjacent to you or in your space, you gain a +2 morale bonus to Engineering checks to arm explosives and disable devices. You also gain this bonus to Computers checks to hack computers; disable modules and systems; and destroy modules and systems.

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Vital Conversion (Su)

- As a reaction when you use a spell to deal damage to a creature within 10 feet of you, you can convert some of that creature's vital energies into electrical power. One battery in your possession regains a number of charges equal to the half the damage dealt or twice the spell's level, whichever is less.

8th Level

You must be at least 8th level to choose these magic hacks.

Junk Arsenal (Su)

- You can spend one or more Resolve Points when you cast *junk armor*[PW] or *junksword*[PW]. For each Resolve Point spent, you cause one willing creature you touch while casting the spell to also gain the effects of that spell for 1 hour. Each junk armament created with the spell requires its own supply of junk to transform. The creature uses your technomancer level to calculate the spell's effects, though the creature's junk armament does not gain any additional abilities granted by your class abilities (such as the additional armor upgrade slot granted by junk technomancy). For *junk armor*, you can choose for each target whether to create light armor or temporarily turn the target's light armor into heavy armor. For *junksword*, each weapon you create has identical statistics, such as which special properties it has and whether it is analog or powered.

Usurp Code (Su)

- You can spend 1 Resolve Point as a reaction when you or an adjacent ally successfully saves against a spell to absorb the spell's formula into your spell cache. The spell's formula remains in your spell cache for a number of rounds equal to your Intelligence modifier, and as a swift action or move action you can attempt to decode the spell by succeeding at a Mysticism check (DC = 10 + 5 × the level of the spell); you can instead attempt a Computers check with the same DC if the spell is on the technomancer spell list. Once you have deciphered the spell, temporarily add it to your list of spells known as a technomancer spell. After you cast this spell, the formula is erased from your spell cache.

    You must have a spell cache to select this magic hack.

14th Level

You must be at least 14th level to choose these magic hacks.

Personal Firewall (Su)

- You have wrapped yourself in technomagical code that deflects incoming incantations. You gain spell resistance equal to 5 + your technomancer level. Against spells that appear on the technomancer spell list, your spell resistance increases to 10 + your technomancer level.

Soul Backup (Su)

- As part of a ritual that takes 8 hours, during which the subject must remain within 10 feet of you, you can scan and download a compressed copy of a willing creature's soul into your spell cache. Your spell cache can only store a number of such copies equal to your Intelligence modifier, you cannot store more than one copy of a specific creature's soul in this way, and you can purge soul data with 1 minute of programming.

    The soul data can be accessed in several ways, but after any of these uses, the decompressed data becomes so expansive that it exceeds your spell cache's available memory and becomes irrevocably corrupted and unusable. First, a spellcaster can expend the data while casting *raise dead* on the stored soul's body to halve the cost of the expensive beacon required by the spell. Second, you can expend the data to interview the subject so long as they are dead, as if casting *speak with dead* without needing access to the corpse. Finally, you can expend the data as a standard action to rebuff an undead creature made from the subject (such as the subject's ghost or animated skeleton), with a range of 100 feet; the undead takes 1d20 force damage per technomancer level (Fortitude half).

VANGUARD

When surrounded by complex technologies and long-range threats, vanguards are as adept at channeling their entropic strikes into distant blasts as they are at causing devices to melt without warning. No matter how sophisticated the alloy or how strong the armor, nothing can truly stop a vanguard from barreling through an obstacle—even if that obstacle is a mech!

VANGUARD ASPECTS

The following aspects are available to vanguards.

Obsolescence

You embody the entropic force of being left behind by the progress of others. You know that all good things must inevitably end, replaced by superior innovations.

Aspect Insight (Ex): You gain Improved Combat Maneuver (disarm) and a +2 insight bonus to Engineering checks.

Aspect Embodiment (Ex): Once per combat, when an enemy's attack or effect causes you to gain a condition, you can gain 1 Entropy Point without taking any additional action.

Aspect Catalyst (Su): Each enemy within 20 feet experiences an equipment malfunction, causing one piece of equipment in their possession to gain the broken condition (Fortitude negates). This affects equipment in the following order, skipping any equipment that enemy does not have and randomly determining the target if the enemy has multiple items of the same type that qualify: item in hand, armor worn, active technological item, stowed weapon, any other item. As a full action, a creature can attempt a new Fortitude save to end the item's broken condition, otherwise it remains broken for a number of rounds equal to your Constitution modifier. NPCs with armor broken by this effect take a –2 penalty to AC.

Improved: Each enemy within 20 feet instead has two of their items malfunction, requiring a separate Fortitude save for each.

Aspect Finale (Su): When you use your mitigate ability to reduce damage you take from a weapon within 30 feet, you can cause that weapon to become incomprehensibly outdated until the end of the attacker's next turn (Fortitude negates). An outdated weapon gains the archaic weapon special property and takes a –2 penalty to attack rolls. Once affected, a weapon becomes immune to this ability for 24 hours.

Regression

You embody the inevitable collapse of advancement to make way for simpler things, making you an agent of the inevitable step back that accompanies every two steps forward.

Aspect Insight (Ex): You gain Improved Combat Maneuver (sunder) and a +2 insight bonus to Survival checks.

Aspect Embodiment (Ex): Once per combat, when you deal damage to an object or creature with the technological subtype, you can gain 1 Entropy Point without taking an additional action.

Aspect Catalyst (Su): Each ally within 30 feet gains your entropic strike class feature (using your vanguard level – 2 to calculate its damage) until the beginning of your next turn.

Improved: Your allies use your vanguard level + 0 to calculate the entropic strike's damage, and the granted entropic strike gains the penetrating weapon special quality and the corrode (1d8 for every 3 vanguard levels you have) critical hit specialization.

Aspect Finale (Su): You can spend 2 Entropy Points as a reaction to trigger a chain reaction when you deal damage with your entropic strike to an object or creature with the technological subtype. Choose another object or creature with the technological subtype within 30 feet of the first target, and make a second attack with your entropic strike at a –4 penalty. If you hit and can perform additional reactions that turn, you can use another reaction to perform a third attack against a different object or creature with the technological subtype.

You determine line of sight and the range of this attack starting from one corner of the first target's space. The second attack is treated as an attack in a full attack for the purposes of abilities that reduce the penalties for full attacks.

ALTERNATE CLASS FEATURE

Vanguards can select the following alternate class feature.

Entropic Shot (Su)

You can deliver your entropic strike with any small arm as though you were delivering an entropic strike with a melee weapon. You must treat the entropic strike as being made of the ammunition's material (if any). Also, you must apply the small arm's weapon special properties, critical hit effect, and weapon fusions to the entropic strike, so long as the effects could be applied to a small arm that deals acid or bludgeoning damage, and that doesn't require information beyond that specified for your entropic strike to function. If the weapon special property, critical hit effect, or weapon fusion requires information provided for your weapon (such as the amount of a bleed critical hit effect), use the value for the weapon you're gaining the effect from. You don't add your Strength or Constitution modifier to your entropic strike's damage when delivered through a small arm, and your weapon specialization adds only half your level to entropic strikes you deliver with a small arm. If the small arm is used to affect an area (such as with the blast or line weapon special property), the entropic strike delivered with that weapon deals 1 less damage per damage die.

When you gain entropic attunement at 5th level, add the weapon properties *first arc*[AR] (dealing acid damage instead of electricity damage) and *guided*[AR] to those you can add to your entropic strike, and remove the weapon properties *feint* and *force.* At 10th level, you don't increase your entropic strike's reach.

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Instead, when channeling your entropic strike through a small arms weapon, increase the weapon's range increment by 5 feet, plus an additional 5 feet at 13th, 16th, and 19th level. At 16th level, when you gain the ability to channel your entropic strike to deal damage to an area, you can only channel the attack through a small arm you're wielding; instead of attacking all targets within 20 feet of you, you make a ranged attack against all creatures in a 10-foot-radius burst with a range equal to your small arm's range increment.

Entropic shot modifies entropic strike, entropic attunement, and weapon specialization.

NEW DISCIPLINES

Vanguards can select the following disciplines.

2nd Level

You must be 2nd level or higher to choose these disciplines.

Charged Shot (Su)

⚙ When making a ranged attack with a weapon that uses charges for ammunition, you can spend Entropy Points in place or battery charges at a rate of 1 Entropy Point per 2 charges the attack would normally consume (minimum 1 EP). When you use this revelation, all damage dealt by the attack becomes acid damage, though this ability never causes a weapon that normally targets KAC to target EAC.

Entropy at the Wheel (Su)

⚙ You drive with the reckless knowledge that even the toughest vehicle must eventually crumble. You gain Piloting as a class skill. Whenever a mech or vehicle you are piloting takes damage equal to or greater than twice your character level from a single attack or effect (after applying any reductions to that damage, such as from damage reduction, energy resistance, or hardness), you gain 1 EP. You cannot gain this EP as a result of any damaging effect that would cause you to gain EP from your entropic pool class feature (such as if an effect damages both you and your vehicle).

6th Level

You must be 6th level or higher to choose these disciplines.

Curve Shot (Su)

⚙ When you deliver your entropic strike through a small arm weapon, you can spend one or more Entropy Points and choose a space that is within a number of feet equal to 5 × the number of Entropy Points expended. Treat that square as the point of origin for your attack, determining cover and other modifiers as though you were attacking from that space.

Infuse Grenade (Su)

⚙ You gain proficiency in grenades. As a swift action, you can spend any number of Entropy Points to energize a grenade you're holding. For each EP you spend in this way, you increase the grenade's range increment by 5 feet and increase its saving throw DC by 1, though the modified save DC can't exceed 10 + 1/2 your vanguard level + your Constitution modifier. An energized grenade is unstable, and if not used before the end of your next turn, the grenade is destroyed or explodes (50% chance of either result).

10th Level

You must be 10th level or higher to choose this discipline.

High-Speed Juggernaut (Su)

⚙ When you use the ram or run over action while piloting a vehicle, you can spend one or more Entropy Points to inflict greater mayhem. After you roll the collision damage, you can reroll any number of dice with results equal to or less than 1 + the number of Entropy Points you spent, using the second result. For example, you could spend 3 EP to reroll any dice with results of 4 or less. For each die you reroll in this way, treat the hardness of your vehicle as 1 lower for the purpose of resisting the collision damage from this action.

WITCHWARPER

Witchwarpers regularly perceive miracles more wondrous than anything their friends could imagine. Not only can witchwarpers draw upon these alternate realities, they can also shunt these unfamiliar technologies into vehicles, devices, and armaments—either exceeding the technological limitations of their gear or triggering catastrophic side effects with technology never designed for this galaxy's physics.

ALTERNATE CLASS FEATURE

Witchwarpers can select the following alternate class feature.

Infinite Tech (Su)

As a full action, you can expend a witchwarper spell slot of 1st level or higher to conjure from a parallel existence one suit of light armor, one basic melee weapon, or one small arm that functions only for you. Conjured gear has an item level equal to your caster level and comes fully loaded with ammunition (if it uses ammo) or a fully charged battery (if it uses charges). The item persists until you dismiss it as a standard action, until it's more than 10 feet away from you for more than a minute, or until its duration runs out, after which it fades back to its original reality. Any additional components incorporated into the item (such as spare ammunition) harmlessly drop into the item's space when the item disappears.

As part of conjuring an armor or weapon, you can install one or more armor upgrades or weapon fusions into the conjured gear, up to the maximum allowed by the armor's upgrade slots or weapon's item level. For each upgrade or fusion applied in this way, you must spend 1 Resolve Point.

When you conjure armor, you either don the armor as part of activating this ability (causing any armor you were already wearing to disappear until the ability ends), or you can cause the armor to appear in your space. The armor's EAC bonus equals your witchwarper level, the KAC bonus equals your witchwarper level +2, the maximum Dexterity bonus is +4, the armor has no armor check penalty, and it has 1 armor upgrade slot (possibly more, based on the expended spell's level). The armor's duration is 1 hour per witchwarper level.

When you conjure a basic melee weapon or small arm, it appears either in one of your empty hands or in your space. When activating this ability, choose whether the weapon deals energy damage (your choice of acid, cold, electricity, fire, or sonic damage) or kinetic damage (your choice of bludgeoning, piercing, or slashing damage). In addition, the weapon gains one weapon special ability it qualifies for from the following list: block, conceal^AR, disarm, feint^AR, harrying^AR, nonlethal, operative, penetrating, reach, reposition^NS, thrown (20 feet), or trip.

A weapon that deals energy damage deals 1d4 damage of the chosen type, and a basic melee weapon gains the powered weapon special property. A weapon that deals kinetic damage deals 1d6 damage of the chosen type and has the analog weapon special property. Any conjured small arm has a range increment of 50 feet, usage 1, and capacity 20 (charges if it deals energy damage or rounds if it deals kinetic damage). The damage dealt by the conjured weapon increases by one damage die at 4th level and every 4 levels thereafter (maximum 6 dice at 20th level). The weapon's duration is 10 minutes.

Conjured gear gains additional benefits based on the level of the spell slot expended to summon it (see below). You select these special benefits each time you conjure an item with this ability. The conjured gear must always qualify for any special properties and critical hit effects you apply to it.

2nd (armor): The armor grants you resistance 5 to one of the following damage types: acid, cold, electricity, fire, or sonic.

2nd (weapon): The weapon gains one critical hit effect chosen from the following: bind^AR, blind, deafen, demoralize^AR, knockdown, sicken^AR, staggered, stifle^AR, wound.

3rd (armor): As 2nd level, but your armor's EAC and KAC bonuses increase by 1.

3rd (weapon): As 2nd level, but your weapon gains a second special property.

4th (armor): As 3rd level, but your armor gains a second armor upgrade slot.

4th (weapon): As 3rd level, but your weapon's base damage increases to 1d6 (for energy damage) or 1d8 (for kinetic damage).

5th (armor): As 4th level, but your armor's resistance applies to two damage types.

5th (weapon): As 4th level, but your weapon gains a third special property.

6th (armor): As 5th level, but your armor's resistances each increase to 10, and it gains a third armor upgrade slot.

6th (weapon): As 5th level, but your weapon's base damage increases to 1d8 (for energy damage) or 1d10 (for kinetic damage).

The infinite tech class feature replaces infinite worlds.

PARADIGM SHIFTS

The following paradigm shifts use the standard rules for paradigm shifts (*Character Operations Manual* 63).

2nd Level

You must be 2nd level or higher to choose these paradigm shifts.

Bolster Illumination (Su)

- As a standard action, you can funnel magical energy into a technological light source within 100 feet. The area that light source illuminates is doubled. At 8th level, you can also cause the light source to increase the light level in its illuminated area by an additional step. At 14th level, the area is quadrupled. This effect lasts for 1 hour, and the maximum number of devices you can affect at one time equals your Charisma modifier; if you exceed this limit, your oldest use of the paradigm shift ends.

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You can't affect a specific light source with this paradigm shift more than once every 24 hours.

Transmute Material (Su)

◉ As a standard action, you can touch a weapon that deals kinetic damage and temporarily change the material it or its ammunition is constructed from into one of the following special materials: cold iron or silver. At 8th level, add adamantine alloy, inubrix[AR], noqual[AR], and siccatite to the list of special materials you can select. At 11th level, add abysium[AR], horacalcum[AR], and voidglass[AA4] to the list of special materials you can select. The transformation lasts a number of rounds equal to your witchwarper level plus your Charisma modifier, after which the weapon becomes immune to your transmute material paradigm shift for 24 hours.

5th Level

You must be 5th level or higher to choose this paradigm shift.

Parallel Modifications (Su)

◉ As a standard action, you can augment a vehicle you touch with modifications from a parallel existence. You grant the vehicle one of the following vehicle modifications (page 80): adamantine plating mk 1, *deflective field mk 1*, *grav-nav mk 1*, pilot assist mk 1, or personnel enclosure. At 11th level, you also grant the vehicle one of the following vehicle modifications: boarding clamp, collision dampeners, ramming plow mk 1, *terrain adaptation*, or turbo boost. These modifications don't take up a modification slot. This effect lasts until the end of your next turn, though as a standard action you can extend the effect's duration by an addition round (maximum duration 1 minute).

8th Level

You must be 8th level or higher to choose these paradigm shifts.

Alternate Transport (Su)

◉ As a standard action, you can spend 1 Resolve Point to transform a vehicle's mode of transport, granting it wheels, a hull, wings, and other features as needed. One vehicle you touch replaces one of its current movement speeds with an equal movement speed selected from the following: land speed, swim speed, or fly speed. This transformation lasts for a number of minutes equal to your witchwarper level, though you can extend the duration to 8 hours by spending 2 additional Resolve Points when you activate this ability.

Devastating Overload (Su)

◉ As a standard action, you can spend 1 Resolve Point and target a creature with the technological subtype within 50 feet, afflicting it with catastrophic malfunctions drawn from an alternate reality (Fortitude negates). For the duration of the effect, each round that the target begins its turn within 50 feet of you, it takes 2d6 electricity damage. Alternatively, you can target a handheld technological device that uses a battery,

dealing 2d6 electricity damage to whoever is holding or carrying the device whenever they begin their turn within 50 feet of you. The wielder can negate this effect with a successful Fortitude save. Once you've targeted a technological creature or device with this ability, it's immune to your devastating overload for 24 hours.

Replace Tech (Su)

◉ As a standard action, you briefly replace an inanimate object with its double drawn from another reality. You target one object weighing up to 3 Bulk within 50 feet, causing it to gain or lose the broken condition by becoming well-worn or brand new for a number of rounds equal to your witchwarper level. If the object is in the possession of an unwilling creature, that creature can attempt a Will save to negate this effect. After you use this ability, you cannot do so again until after you take a 10-minute rest to regain Stamina Points.

STORES AND MANUFACTURERS

Neon signs draw attention to window displays of Apostaean armors as a Castrovelian boutique puts last season's fashion on a cyberized wheel rack, advertising clearance prices in real and virtual space. Whether you frequent the galaxy's largest megamalls or depend on tech brokers to secure the best deals, shopping for gear is a necessity for any spacefarer.

From locally-owned boutiques to galaxy-spanning corporate empires, buyers have plenty of options for spending their hard-earned credits. A remote spaceport might boast electronics stores for travelers needing replacement parts quickly, whereas a small town might feature a variety of locally owned businesses to sustain daily life. Cosmopolitan areas like Absalom Station can sustain a staggering number of retailers in almost every niche, all competing to win credits from locals and visitors alike.

Local culture shapes shop policies. Aggressive haggling may be the norm in an Akitonian scrap market, but such behavior in a Veskarium surplus store would likely turn ugly. Showroom layouts vary by a store's expected clientele, including bombastic displays, sales kiosks, and discrete, discerning storefronts designed for more sophisticated customers. Elaborate advertising and sales hardware are commonplace; holographic displays, psychic signage, and olfactory language slogans lure in passersby, and many stores feature automated inventory that cycles through a hundred options at a time to ensure the customer gets exactly what they want.

These automations are especially common for pricey boutiques and arms dealers, where displaying merchandise directly in the showroom poses a liability. Insurance and minimum security costs alone prove prohibitive for most independent dealers (at least those operating legally), with the larger retailers who help lobby for these protections happily stepping in to run the weaponry stores prevalent on most worlds. This market survives in part from lags in Drift travel, making it more efficient to stay armed than wait the hours, days, or weeks for law enforcement assistance. Yet self-armament is also a holdover from the chaos of the Silent War and the Swarm War. Eager vesk travelers, naive fortune seekers, and Azlanti raids drive demand even further.

RETAILERS

Larger corporations drive much of galactic commerce, and the following represent a tiny fraction of the name-brand outlets and franchised locations found throughout the galaxy.

A&C: Shining, golden letters and a stylized key perch above the entrances of every A&C across the galaxy. Founded by AbadarCorp and maintained as one of their major brands, A&C stores are powerhouses with whom few other retailers can compete. Vast overstock warehouses keep the shelves full throughout dozens of departments and multiple floors.

A&C stores are constantly improving the shopping experience as well, encouraging customers to install the official A&C software onto their comm units for store maps, flash sales, and coupons sent to them as they shop. Every purchase awards "Vault Points", redeemable for discounts, swag, and other perks at any AbadarCorp affiliate. The moment a person enters an A&C, complex systems begin monitoring their behavior in an attempt to maximize sales. Bots track the customer's movement through the aisles, and proprietary algorithms analyze how much interest they seem to show at each display. A&C then uses this collected data to send discounts and advertisements to the customer's comm unit. Thus, many walk out of an A&C having spent far more than they intended, but still pleased to have found exactly what they needed and more. Recently, however, savvy shoppers have found that mimicking specific behaviors can trick the algorithms into dispensing abusable discounts, sometimes to extravagant results. This trend has begun to turn the tables on A&C.

Adamant Alley: Whether it's a new grav ball, high-power hunting rifle, or suit of lightweight, sporty armor, the Adamant Alley name is synonymous with sporting goods retail. Eschewing the current trend of automated shopping and holographic inventory, Adamant Alley has upheld their policy of letting customers handle products before buying. Though less efficient than virtual showrooms, it's endeared Adamant Alley to many. Besides sports equipment, their most popular items are everyday light armors, meant to be stylish, affordable, and comfortable to wear (and with modification to any species or shape available on the spot at no additional cost). Every sports fan in Near Space knows Adamant Alley, despite it boasting few storefronts outside the Pact Worlds, because the company's corporate sponsorships have placed its logo on numerous helmets, jerseys, playing fields, and stadium walls.

Auntie Twotoe's: A thrift shopper's dream, Auntie Twotoe's second-hand retail conglomerate spans at least a dozen systems. Each store carries a uniquely eclectic mix of goods, ranging from clothing, kitchenware, and books to starship parts, loose ammo, and "gently used" powered armor—all curated by the franchisees and their staff. As long as it hasn't been reported stolen, clients can drop off just about anything for appraisal and an offer, with the liquidated gear showing up on shelves days or even hours later. The store's loyalty program often gives frequent shoppers the first opportunity to buy the latest finds.

Originally a mining supply company, the ysoki-run Auntie Twotoe's brand arose from Akiton's thasteron bust, during which it reorganized into a scrap dealer. The eponymous ysoki Twotoe nearly bankrupted the business due to her tireless philanthropy, which kept numerous devastated Akitonian communities from starving in those desperate years. Generations later, the feel-good brand still donates extensively to support refugees and disaster victims across the galaxy.

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Nebula Pets: With a slogan that promises to "Treat your pets like stars!", Nebula Pets is the largest pet care retailer in Near Space and the Pact Worlds. Their broad selection makes them a one-stop shop for any pet owner, and in-store services include boarding, grooming, and obedience training for a staggering range of pets, working animals, and mounts. The largest stores are multi-floor affairs with each level dedicated to a different creature and their care. Though squox and shotalashu products are undisputed bestsellers, even the smallest locations include products for unusual, alien pets. These selections are especially prominent in satellite stores, which do their best to anticipate the bizarre animals that pass through distant spaceports.

Vibe: One of the precious few Apostaean corporations not involved in the weapons trade, Vibe is a household name for electronic entertainment, from digital downloads to luxury sound systems. The company first got its start as an infosphere music store, specifically to sell drow death metal to the mainstream market. Over the years, Vibe expanded to sell a variety of music genres, before evolving into a vast digital media marketplace which is still active today. Riding the success of their infosphere brand, the company expanded once more and made the leap to physical storefronts, of which there are now millions across the Pact Worlds.

Vibe stores build their reputation around their lavish product displays, which use whole room mock-ups and interactive demos to showcase the latest in entertainment technology. For a modest fee, Vibe will also handle installation and setup of any new purchases, which is especially useful in the case of starship upgrades. As a corporation, Vibe is always seeking to expand; a trait which has marked their entire company history. Recently they've funded expeditions into the depths of Apostae, and rumors abound that their latest one yielded a major discovery.

Xenon Dream: From marketing megafirms to household craft closets, practically every art studio includes at least one tool from Xenon Dream. Founded more than a century ago by an eccentric barathu commune, the stores sell virtually anything required for artistic crafts, with each store's managers free to stock gear for other arts like music, dance, telepathic acrobatics, and more. Common stock includes computers (typically tier 5 or lower) optimized for rendering impossibly intricate designs, holographic projectors (like holoskins, holoshrouds[AR], and holographic sashimonos[AR]), tool kits for sundry artistic professions, and even rare materials suitably for sculpting (even if they're more commonly incorporated into weaponry and armor). Customers familiar with the managers' tastes can often find even stranger gear, as it's an open secret that the stores commonly carry technological devices concealed as show jewelry, styluses, and more.

The founding commune remains together and strong, championing art in all its forms—including at least one wall of each store always featuring local artwork. In addition to supporting creators, Xenon Dream contributes 1% of its revenue to conservation efforts within Liavara, especially to protect the dreamers[AA2] that inspired the stores in the first place.

Independent Dealers

While corporate franchises capture the greatest market share, independent retailers also drive a huge fraction of galactic commerce. Despite digital commerce's robust traffic, the long periods required to process and ship orders between star systems means physical storefronts enjoy brisk business. Galactic travel also enables transient shops, from nomadic vending machines to sky-markets where vendors can park to sell goods directly from their starships.

Major retailers boast robust supply chains, but independent sellers must source their own goods. For most, it's far easier to work with the countless distribution networks, such as AbadarCorp, which often recruits small retailers to sign multiyear exclusive supply contracts. Meanwhile, specialty distribution powerhouses, including Coalition-Q (for weapons, armor, and vehicle parts), Stellarom (for technological items), and Phantasm (for magical items, books, and souvenirs) ship widely throughout the galaxy. Securing goods directly—either by selling local goods or snagging the right connections—helps retailers turn a profit and offer deals to favorite customers.

Independent operations can provide adventurers valuable perks. Building relationships with vendors might score explorers deals, custom orders, or job leads, and smaller shops often barter and buy old gear with few questions asked. On the other hand, little stops independent merchants from swindling a stranger or offloading stolen goods as legal gear, leaving the unwitting buyers to take the heat. These charlatans are uncommon, though, and local sellers sometimes band together or hire bounty hunters to chase out anyone who'd give them a bad name.

MANUFACTURERS

With advent of Drift travel, the Pact Worlds many manufacturers expanded into new markets and merged with alien partners to create a torrent of new corporations and wonders.

Akasana: The robotics firm Akasana struck it rich supplying mining robots for a recent bonanza unearthed on Castrovel. When the company couldn't compete with dwarven industrial giant Bhegrorgad LLC, Akasana diversified into domestic drones. Demand exploded—the drones' combination of friendly behavior, reliability, and aesthetics based on Castrovelian animals swiftly won consumers' hearts. Akasana supplies spy drones and domestic drones[AR] such as the Roto-Ruthig, Niceholora, Scampers-at-your-Service, and Doctor Renkroda. Recently, the company expanded into home and entertainment software, such as artificial personalities for computers modeled after Akasana's numerous proprietary characters.

Backblast: Founded in an abandoned Spike warehouse on Absalom Station decades ago, Backblast is a predominantly goblin-run computer designer specializing in inexpensive hardware and security software. The manufacturer exercises little corporate control and design oversight, relying on far-flung R&D teams to experiment freely before standardizing the inventions to bring to market. As a result, not only are Backblast devices infamously difficult to sync with other computers, but they're often barely compatible even with the company's other models. Nonetheless, the manufacturer boasts this as a security selling point, and their computer

countermeasures are especially vexing to parse and bypass. With little overhead, Backblast weathers years-long cycles of low sales before its latest generation's technology inexplicably (and almost unreplicatably) reinvents the industry and rakes in record-breaking sales. The latest wonder-release was the Gigashoom-X miniaturized computer, and tech enthusiasts insist Backblast is overdue for its next miraculous release.

Elegos Acoustics: Specializing in technomagical accessories and instruments, the azata-led Elegos Acoustics manufactures audio equipment of famously supernatural quality. Elegos microphones grace the finest artists' recording studios, celestial representatives demo their soundboards' impossible ranges, and the swooping Elegos headphones are a clear sign of someone serious about their music. In addition to everyday listening devices, the manufacturer produces myriad auditory tools, ranging from electronic musical instruments[AR] and shotgun microphone scanners[AR] to autotuned voice distorters[COM], singing disks[AR], and white-noise generators[AR].

However, the company's longtime, protean-funded rival ReVerb recently released the cacophonous StromSong 9 speakers that are luring away loyal customers. Claims and counterclaims of planar industrial espionage have become heated.

ExoDex: Sold to the half-orc Tsakol brothers shortly after the Gap, this Castrovellian outfitter service rebranded as ExoDex just as Drift travel became widespread—perfect timing for their 49 stores to equip countless ambitious explorers. Centuries later, ExoDex still sells survival knives, emergency rafts, swarmproof bangles[AR], grapplers, and everything in between.

Celebrity endorsements form the core of ExoDex's marketing strategy, with the company sponsoring famous survivalists and explorers. The endorsements fueled thousands of copycat adventurers desperate for attention, and in 308 AG, ExoDex launched its annual ExoDexplorer Challenge: contestants use ExoDex gear and document an extreme outdoor adventure, competing for one of five top prizes that include cutting edge gear and media attention. Minor mishaps result every year—it's only a matter of time before an ambitious competitor suffers real tragedy.

Factory-154: Founded by android tailors and models in the wake of android liberation in the Pact Worlds, Factory-154 initially catered to constructed clientele, incorporating illuminated circuit motifs, asymmetrical designs, and pre-distressed fabrics that provided a departure from the clean-cut uniforms of servitude. By 190 AG, the Aballon-based company needed a refresh and pivoted to launch popular designs for non-humanoids and larger creatures that revolutionized Pact Worlds fashion. Sales remain strong, fueled by its training and promotion of android and non-humanoid designers. Factory-154 specializes in affordably stylish, street-level fashion for any body shape, boasting its company slogan: "We're Built Different." In addition to mundane clothing, the outlets sell a variety of unpretentious light armors. Stores feature on-site tailors who quickly adjust armor and clothing for virtually any need.

Helix Computing: Based on Brethda's moon Dykon, Helix Computing is a legend in the computing industry. Its urog[AA] engineers developed crucial Drift travel algorithms, developed warpframe data storage that enabled impossibly miniaturized devices, and saw its logo on countless breakthroughs until the

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early 200s AG. Infamously brusque customer service combined with several prominent, lethal heists utilizing Helix tech tanked the company's stock value and disrupted its R&D. Although Helix remains an above-average brand, it has never regained its early prestige. The company specializes in computers with the miniaturized and hardened upgrades, as well as nanotech.

Luminary Labs: Vesk entrepreneurs founded Luminary Labs, which specializes in executive gewgaws—expensive gadgets designed more to impress onlookers than serve a practical purpose. However, even the fanciest of their desk ornaments are "built Veskarium-tough," which is to say engineered with nearly weapons-grade durability. Infamous incidents like a double homicide committed with one of Luminary Labs' spike-backed executive chairs or the recall of massage wands strong enough to crack steel have only enhanced the company's severe, exclusive image. Common products include durable datapads, autoshade umbrellas[AR], and whisper comms[AR].

Mirrigen: In 223 AG, Nightarch's fashion studios launched an orchestrated attack on their independent competitors to dominate that year's market, spurring numerous Brethedan, Castrovelian, and Vercite designers to unite, pool resources, and counter negative ads. This newly formed label, Mirrigen, weathered the onslaught, dominated the early 225 AG fashion shows, and has been synonymous with haute couture ever since. Mirrigen produces little of its own, instead being a co-op of elite designers. Members enjoying rave reviews help fund colleagues on the popularity downswing, but the company regularly drops underperforming designers and scouts new talent to invite into its prestigious fold. Longstanding members include the Essonara and Deathlight labels, with newer designers including Clashwear's shirren visionary Neshkuay I and the eclectic vesk synth-fur artist Ullodoko.

Obelisk: "Home is your Hoard," advertises Obelisk, a leading Triaxian dragoncorp operating along the Drakelands' Ignomus Bay. The manufacturer specializes in a wide array of household technology, with a focus on anything that could make a home more enlightening and secure: programmable lighting, security systems, digital assistant technologies, and more. Form is as integral as function. Styled after its founder, the bronze dragon Illhembryr, Obelisk's functionally waterproof devices commonly feature burnished metallic designs and draconic frills.

For all its elegance, Obelisk struggles to balance customer-friendly functions and their CEO's no-nonsense values that insinuate themselves into the programming. Buyers often joke and complain about the virtual intelligences' tendency toward moralizing commentary and rigid schedule-keeping. Some even speculate that the devices spy on users—a possibility given Illhembryr's numerous draconic rivals and whispered ties to the Skyfire Legion.

Preitha Solutions: In contrast to the heavily-engineered biotech products from Bretheda's Iratha Incorporated, the homegrown Vesk-6 pharmaceuticals powerhouse of Preitha Solutions boasts myriad medicines made from minimally processed flora and fauna. Although the company's relatively low-tech cures are an extension of pahtra-developed medicine, the arduous sourcing demands also afford agents considerable freedom to travel and develop contacts beyond the Veskarium; many agents funnel intelligence back to pahtra resistance cells back home. Even the packaging is designed to elicit sympathy and support from afar, with each vial featuring fun facts about Vesk-6 and its native cultures. Preitha's wide array of medicinals and medkits include medpatches with different textures designed to blend in with hairless, furry, and scaled users of any variety.

Rycast Unlimited: Owned by the drow House Rycast, this manufacturing subsidiary first focused on rugged technology for harvesting scrap, such as the cargo lifter, laborer frame[AA2], and scrapper's rig[AR] powered armors. A tenuous partnership with Zeizerer Munitions allowed Rycast Unlimited to explore high-risk R&D, leveraging its expertise to design a vast array of armor suits like variants of the mining jack[AR], explorer's cradle[AR], and flight frame, plus improved mining tech like laser drills[AR], radiation badges[PW], and chemalyzers[AR].

Still, Rycast sustains negative press. Allegations of abusive conditions and coerced humanoid testing haunt the company's new releases. Conspiracy theorists and electricians insist that Rycast suits include concealed beacons that allow drow to track and ultimately raid new mining operations. These and other complaints have Rycast Unlimited courting numerous influencers, searching for the ultimate spokesperson to convince the Pact Worlds of Rycast's innocent intentions.

TECHNOLOGICAL ITEMS

Available technology in the universe constantly evolves as corporations invent new prototypes and upgrade older concepts. The fierce competition between these corporations, in addition to the constant flux of ideas developed by independent inventors and resourceful dabblers, recently caused a slew of new patents to flood the market. These new technological items can be purchased at shops throughout the Pact Worlds and beyond.

ALL-PURPOSE ACCESSORY
LEVEL 3

With a press of a button, this stylish accessory transforms into a variety of useful items. All-purpose accessories come in multiple designs, including cufflinks, tie pins, barrettes, and jewelry. When you activate your all-purpose accessory as a move action, it instantly reconfigures into your choice of the following items: a grappler, a tool kit that grants a +4 bonus to Engineering checks made to disable locks and mechanical traps, or a survival knife. Reconfiguring your accessory to its original form is a more complicated process that takes 1 minute. Each reconfigured item takes the normal number of hands to use and draws any usage from the all-purpose accessory's own battery.

AUTOGRAPPLER
LEVELS 4-9

The autograppler is a high-power version of the standard tethering device and functions as a grappler (*Core Rulebook* 219), with one key exception: the autograppler houses a powerful winch that can retract its attached cable line, pulling its user along the cable.

Basic (Level 4): You can toggle the autograppler's winch to retract its cable as a move action, during which time the items usage rating increases to 3/minute. The device is strong enough to pull a Medium or smaller user up inclines at a speed of 20 feet per round, as if the user were climbing. If used to target a smaller object, the winch can also drag or hoist an object whose bulk is 10 or less; increase your bulk carried by an equal amount while moving an object in this way. If you successfully grapple a creature with the autograppler and activate the winch, you can attempt a reposition combat maneuver against the target with a +2 circumstance bonus, but only to move the target closer to you. If you fail the maneuver's melee check by 5 or more, you lose your grip on the autograppler, which lands in a space between you and the target 1d4 × 5 feet away from you.

Advanced (Level 9): This functions as a basic autograppler except its winch is strong enough to pull targets that are Large or smaller. It retracts its attached cable at a speed of 40 feet per round and can hoist objects of up to 20 bulk.

CHRONO JUMPER SUIT
LEVEL 13

This fitted white and silver carbon fiber suit houses a crystalline network of energy conduits that can displace the wearer forward in time. When you activate the suit as a standard action, choose a number of rounds between 1 and 10. You disappear completely for that many rounds, after which you reappear in the same place and position as if no time had passed at all. The suit does its best to account for movement and relativity, so even if you were riding in a moving vehicle when you disappeared, the suit tries to return you to your seat rather than depositing you in the empty space the vehicle occupied when you activated the device. If your space is occupied when you return, the suit shunts you to the nearest open space that can accommodate you, dealing 1d6 damage to you for every 5 feet it has to shift your destination.

While disappeared, you cannot be harmed or detected by mundane or magical means, as if you had ceased to exist.

COMBAT CONTROLLER
LEVEL 5

This highly adaptive two-handed device mimics the form and function of the latest state-of-the-art gaming console controllers. While you're operating the combat controller, you can use any longarms and heavy weapons that have the integrated special property (*Armory* 29) and are installed into your armor as though those weapons had the professional (vidgamer) weapon special property (*Armory* 30).

COMPOSTER SLIME
LEVEL 5

Marketed for the modern sustainable lifestyle, this dormant, biogenetically-engineered nanite organism is sold securely sealed within its own industrial grade plastic container. Once you unseal the package, the composter slime becomes active and requires at least 1 bulk of organic matter per week to survive. Once per week, you can feed the composter slime an object of no more than 1 bulk and whose price does not exceed 500 credits and, after 24 hours of digestion, the slime excretes dry waste pellets that function as UPBs with a market value equal to half that of the item consumed. These pellets are semi-stable, degrading into worthless powder after one month if not used to craft an object.

Composter slimes are functionally sessile. Once active, a slime lives for 20 weeks before dying of old age.

DELECTATOR
LEVEL 3

This virtually indestructible 1-quart thermos comes in a variety of attractive designs and features patented temperature control technology. When activated, the device senses its contents' temperature and maintains that temperature to a minimum of 10° Fahrenheit and maximum of 150° Fahrenheit.

You can expend an additional charge and activate the delectator's secondary function as a standard action, causing it to subtly and temporarily realign molecules to change the contents' flavor for 15 minutes or until the contents have been out of the device for one minute. While the delectator can easily cause water to taste like beer or bland oatmeal to taste like roasted meat, it struggles to emulate complex gourmet flavors.

TABLE 2-1: TECHNOLOGICAL ITEMS

NAME/MODEL	LEVEL	PRICE	HANDS	BULK	CAPACITY	USAGE
Hoverchair, basic	1	350	–	8	20	1/hour
Imaginarium projector, basic	1	150	–	–	20	1/hour
Micro tap, mk 1	1	200	–	–	–	–
Tent, portaledge	1	75	–	–	–	–
Tool kit, Akinzi Resources	1	200	2	L	–	–
Fashion infosite subscription	2	450	–	–	–	–
Hoverchair, athletic	2	850	–	4	20	1/hour
Seeker slime	2	100	–	–	–	–
All-purpose accessory	3	1,500	–	L	20	1/reconfiguration
Delectator	3	1,250	–	–	20	1/day
Domestic drone, carousing	3	2,000	–	2	40	1/hour
Micro tap, mk 2	3	400	–	–	–	–
Programmer's plushie	3	1,100	–	L	20	1/day
Autograppler, basic	4	2,000	–	L	40	1/minute
Dusk shades	4	2,100	–	–	–	–
Emotiquest	4	50	1	L	20	1/day
Jammer charge	4	375	–	1	–	–
Mechaflora	4	2,000	–	2	10	1/hour
Combat controller	5	3,100	2	L	20	1/hour
Composter slime	5	2,000	–	1	–	–
Micro tap, mk 3	5	750	–	–	–	–
Relaxu	5	2,750	–	L	20	1/10 minutes
Thief drone	5	3,000	–	4	–	–
Empathy engine	6	3,750	–	L	20	2/hour
Hoverchair, elite	6	4,300	–	6	80	2/hour
Stickyfinger gloves	6	4,100	–	L	20	2/10 minutes
Flushbuster	8	1,300	–	L	–	–
Infaux sphere, basic	8	8,500	–	2	80	4/hour
Portable gravity field	8	9,100	1	L	20	5/round
Autograppler, advanced	9	12,800	–	L	40	1/minute
Portable antigravity field	9	13,200	1	L	20	5/round
Imaginarium projector, advanced	11	25,000	–	–	40	4/hour
Infaux sphere, advanced	12	32,500	–	2	80	4/hour
Chrono jumper suit	13	53,500	–	1	40	40
Infaux sphere, elite	16	148,000	–	2	100	4/hour

DOMESTIC DRONE, CAROUSING — LEVEL 3

This drone boasts numerous features for partygoers on the move. Its reinforced compartment can carry up to 10 Bulk of items (which increase its own bulk by the same amount). In addition, it sports several customizable features including lighting (increasing the light level by 1 step in a 10-foot radius) and a music player with speakers. When you purchase the drone, you receive a control module for your comm unit, with which you can adjust temperature settings, control movement, and customize features.

The carousing drone has two modes, mobile and stationary. While mobile, the drone has a land speed of 15 feet. In stationary form, it can serve as a table or provide seating for up to 2 Medium creatures. If you use the carousing downtime activity (*Character Operations Manual* 151) with a carousing drone, you gain a +2 bonus to the Fortitude check required by that activity.

DUSK SHADES — LEVEL 4

These dark, stylish goggles are made to protect sensitive eyes from bright light and are a popular fashion accessory favored by Apostae's upper echelons. While wearing these goggles, you are immune to the dazzled condition and protected from any effects normally caused by light sensitivity.

EMOTIQUEST — LEVEL 4

A classic favorite of many telepathic species, this pair of handheld vidgame controllers allows two opponents to play a game by telepathically broadcasting commands. Emotiquest has two modes, competitive and cooperative. In both game modes, the players' emotional states determine their abilities in the game, and the intensity of feeling enhances those abilities. In a competitive game, players make opposed Charisma checks to determine a winner. Cooperative games incorporate detailed narratives and stunning visuals, and a single playthrough can last for hours or days depending on the players' wishes. The game system includes optional hardware that allows creatures without telepathy to play. If you have an emotiquest and one person to play with, you can take the lounge downtime activity (*Character Operations Manual* 153) even if you lack otherwise comfortable surroundings.

EMPATHY ENGINE
LEVEL 6

This circlet of fine silver wire fits snugly over the cranium, connecting to twin electrodes that adhere painlessly to the temples. This technology first gained popularity with some psychically resistant lashuntas on Castrovel, then spread throughout the Pact Worlds as non-telepathic species adopted it. When worn, this device provides you with a rudimentary form of telepathy. You can't communicate through the empathy engine using language, but you can share emotions, images, and simplistic concepts with creatures within 30 feet of you. Examples of concepts the device can communicate include "danger," "help," and "I won't hurt you." Creatures must share a language with you to communicate this way.

FASHION INFOSITE SUBSCRIPTION
LEVEL 2

Many infosphere fashion sites thrive in the Pact Worlds and are constantly updated by designers with the latest curated collections, and offer subscriptions to ensure their followers are always up-to-date. Each subscription is associated with a specific organization or subculture, such as the Stewards, Pact Worlds dance clubs, or Veskarium corporate culture. The subscription takes form of physical chip you can add to a tier-0 or higher computer (such as a comm unit). As long as you check it briefly each day, you gain a +4 bonus to Culture checks made to recall knowledge related to the associated group's apparel and fashion.

FLUSHBUSTER
LEVEL 8

A flushbuster is a palm-sized, malleable, one-use satchel charge designed to travel easily through any water-propagated waste-removal system (such as the flushing toilet found on many planets with standard gravity and aboard some starships). It resembles a vacuum-sealed plastic bag divided into two pouches, one containing a substance that looks like purple clay, and the other containing a substance that resembles green gelatin. The bag itself is made of a time-release polymer that disintegrates after 1d4 minutes of immersion in water, allowing the two volatile substances to mix into a composite explosive that immediately detonates. Once the bag disintegrates, the mixture of the composite explosive and water generates a massive pressurized explosion that overloads the pipe system, causing any toilet or latrine within 100 feet of the device and connected to it via pipe to explode violently. Each creature or object within a 10-foot radius of any exploding toilet takes 4d6 bludgeoning damage (Reflex DC 12 half) and watery sewage begins flooding into the room (filling a 15-foot-by-15-foot room with 1 foot of water per round). A creature that begins its turn within this sewage must succeed at a DC 12 Fortitude save or gain the sickened condition for 1 minute. Any creature adjacent to an exploded toilet can spend a full action to attempt a DC 20 Engineering check to stop the flooding in that specific room.

IMAGINARIUM PROJECTOR
LEVELS 1-11

This minuscule, nondescript plastic cube can be affixed to any interior surface of a building or ship. When activated, the imaginarium projector projects images onto the surrounding area. By customizing your imaginarium projector, you can effectively change the surface appearance of an area and the objects within it—a blank wall can become a tropical rainforest scene and a chair can become a throne, for instance.

Basic (Level 1): A basic imaginarium projector creates two-dimensional images in a 20-foot-radius area that it projects on relatively flat surfaces like walls, ceilings, and furniture. These images don't provide meaningful concealment, and while the visuals can provide good aesthetic effect, their artificial nature is apparent.

Advanced (Level 11): This model projects holographic elements within a 20-foot-radius area, including freestanding, three-dimensional images of equipment, structures, and vehicles. This effect functions as *holographic terrain*, except the projector only creates visual elements, and it can only change the appearance of equipment, structures, and vehicles to appear as something of roughly the same or larger dimensions; it cannot hide those features altogether. The Will save DC to disbelieve the illusion is 17.

INFAUX SPHERE
LEVELS 8-16

This portable data drive contains an insidious program that broadcasts a fake infosphere, causing any computer in the area to access this infosphere's misleading data rather than any legitimate network. This deception is automatic for any computer whose tier doesn't exceed a certain value based on the infaux sphere's model. When a computer of a higher tier accesses the infosphere, the infaux sphere attempts a Computers check against that computer, using the computer's DC to hack. If the check succeeds, the computer accesses the fake infosphere. However, if the check fails, the computer accesses a real infosphere instead, and if the check fails by 10 or more, the computer's user also identifies that something tried to interfere with their infosphere access. A creature using the fake infosphere can also discern the forgery with a successful Computers check (with a DC based on the infaux sphere's model) attempted once per hour, or more frequently if presented with definitively contradictory information (such as a map displaying streets or traffic where the user clearly sees there is none). If the check succeeds, the user recognizes the fake infosphere but must still spend one minute and succeed at a DC 20 Computers check to access the real infosphere.

A new infaux sphere includes a wealth of casually misleading directories and sites that can reprogram themselves slightly to better camouflage as a local infosphere. The device's owner can install specific misdirections—such as maps that include specific detours to set up an ambush or news briefs that muddle a historical event in a particular way—by creating and installing secure data modules (*Core Rulebook* page 215).

To function properly, an infaux sphere must be activated and remain immobile for 1 minute. If moved more than 5 feet, the device must spend an additional minute recalibrating and re-establishing control over the area.

Basic (Level 8): This infaux sphere affects a 500-foot radius and automatically deceives computers of tier 1 or lower. Its Computers check modifier is +21, and the Computers check DC to identify the fake infosphere is 31.

Advanced (Level 12): This infaux sphere affects a 750-foot radius and automatically deceives computers of tier 2 or lower. Its Computers check modifier is +27, and the Computers check DC to identify the fake infosphere is 37.

Elite (Level 16): This infaux sphere affects a 1,000-foot radius and automatically deceives computers of tier 4 or lower.

TECH REVOLUTION 2

OVERVIEW

CLASSES

EQUIPMENT

VEHICLES

MECHS

A GALAXY OF TECH

Its Computers check modifier is +33, and the Computers check DC to identify the fake infosphere is 43.

JAMMER CHARGE — LEVEL 4

A jammer charge can be set as an explosive with the Engineering skill (with a detonator) or thrown like a grenade. When it detonates, a jammer charge silently releases a pulse of magnetic energy that interferes with broadcasting electronics. Computers and video cameras (such as security cameras and the scanners) within a 15-foot-radius burst become nonfunctional for 30 seconds, losing both their recording and displaying capabilities. Enemies, such as security guards, typically have no way to detect the detonation itself, but may become suspicious if their video feeds are reduced to static for no apparent reason.

Any video recording, data saving, or file transferring that would happen during the 30-second duration is interrupted and canceled, but data that may have existed on the cameras or computers before the grenade was detonated still exist, and regular functions resume after the duration ends. Like a grenade, a jammer charge is consumed upon detonation.

MECHAFLORA — LEVEL 4

This plantlike model sways gently in artificial or natural light, and its synthetic fronds change color on command from its remote control or a simple control module easily added to any computer. A mechaflora functions as a 1st-level mechanic's hover drone, except it has no initial mods, no weapon mounts, no feats, and no ability to gain drone mods. Its skill unit is always Acrobatics. It cannot speak, but it does understand one language (chosen by you at the time of purchase). You control it as if you were a 1st-level mechanic. A mechaflora cannot attack, but once a day as a standard action it can accelerate its growth to fill an adjacent 10-foot cube with artificial floral growths resembling saplings, shrubs, and vines. This area grants partial cover against attacks that pass through it. The fake plants have 20 Hit Points and take double damage from area effects; once reduced to 0 Hit Points or after 10 minutes, the growths no longer provide partial cover and crumble into powder that the mechaflora can easily sweep up and recycle.

The mechaflora has a nonreplaceable battery that has 10 charges, and it uses 1 charge per hour it's activate. In addition to other recharging methods, the mechaflora's battery recharges using solar panels, at a rate of 1 charge per 10 minutes in an area of at least normal light level.

MICRO TAP — LEVELS 1-5

MODEL	LEVEL	INSTALLATION DC	RANGE
Mk 1	1	18	300 ft.
Mk 2	3	22	1,200 ft.
Mk 3	5	30	Global

A micro tap is a compact copper disk roughly the size of a fingernail. It can be installed into a comm unit or datapad to intercept both incoming and outgoing audio or digital communication. The micro tap is used in tandem with a receiving datapad that downloads intercepted data as audio or text files, which are then stored on the receiving datapad's hard drive.

Installing a micro tap into a datapad or comm unit requires a successful Engineering check and 10 minutes of work. The level, installation DC, price, and range at which the intercepted data can be downloaded vary depending on the micro tap's model (see above). Failing the Engineering check to install a micro tap by 10 or more destroys the tap. At the GM's discretion, it might also damage the comm unit or datapad that is being tapped.

PORTABLE ANTRIGRAVITY FIELD — LEVEL 9

This compact cartridge contains a minuscule artificial gravity suspender. When activated as a standard action, a portable antigravity field temporarily decreases the gravitational forces in an area by one step (extreme to heavy, heavy to standard, standard to light, and light to zero gravity) in a 20-ft. radius burst. This effect lasts until the device runs out of charges or until it's deactivated as a move action. This item has no effect in an area that already has zero gravity.

PORTABLE GRAVITY FIELD — LEVEL 8

This compact, spherical cartridge of black nanocarbon surrounds a central chamber that contains compressed dark matter. When activated as a standard action, a portable gravity field temporarily increases the gravitational forces in an area by one step (zero to light, light to standard, standard to heavy, and heavy to extreme) in a 20-ft. radius burst. This effect lasts until the device runs out of charges or until it's deactivated as a move action. This item has no effect in an area that already has extreme gravity.

PROGRAMMER'S PLUSHIE — LEVEL 3

These adorable plush toys typically resemble cute mascot characters, fantastical alien creatures, or realistic animals, and each conceals advanced technology to assist its owner in working with computers. Each plushie houses a limited virtual intelligence that can analyze its owner's code and basic biosigns, using this data to provide simple pointers or reassuring cheerleading as necessary. It also encrypts and stores password information with retinal scanning tech that allows it to recognize its owner. While your programmer's plushie is adjacent to you and activated, reduce any total penalty to Computers checks by 1.

RELAXU

AbadarCorp's new portable self-care device, the Relaxu is a padded collar that loosely covers the shoulders and lower neck, designed for busy professionals and distant explorers. It monitors a range of biometric data, which it uses to provide automated massages, aromatherapy, soft-spoken encouragement, or guided meditation. When using a Relaxu while resting 10 minutes to recover Stamina Points, you also regain 1d4 Hit Points. Every 10 minutes you rest while using a Relaxu is treated as 1 hour of rest for the purpose of recovering from the exhausted and fatigued conditions.

SEEKER SLIME

Seeker slime is an iridescent ooze programmed to detect and bond to minuscule gaps in a structure. Originally used by engineers and shipwrights to check for cracks invisible to the naked eye, many adventurers and criminals keep a wad of seeker slime in their pocket. As a standard action, a creature can remove a seeker slime from its packaging and affix it to a surface such as a door or wall. The seeker slime begins moving over the surface at a rate of 1 foot per round; if there is a concealed door, technological trap, or hidden opening in a structure, the slime settles into it, allowing nearby creatures a +5 circumstance bonus to Perception checks made to locate the feature. Once the seeker slime settles or after 5 minutes, whichever comes first, the slime bonds to the surface and can be removed with a successful DC 10 Strength check. After this time, the slime congeals into an inert, useless putty.

STICKYFINGER GLOVES

Thousands of technological cilia cover these skintight gloves and lie flat along the palms and fingers. When you activate the gloves, the cilia animate to help you perform a variety of tasks by reading your hand movements or responding to voice commands. In first mode, the cilia twists into precise patterns, allowing you to use a Disguise check with a +2 circumstance bonus to bypass most biometric locks, in place of the usual Computers check. In second mode, the activated cilia provide exceptional grip, increasing your KAC against disarm combat maneuvers by 1. In third mode, the gloves grant a +2 circumstance bonus to Slight of Hand checks to palm an object, reduce the DC of Sleight of Hand checks to pick pockets by 4, and allow you to attempt these checks untrained.

TENT, PORTALEDGE

A portaledge tent functions as a mobile hotelier (Core Rulebook 231), but can anchor to virtually any vertical wall or sheer surface. Setting up a portaledge tent typically takes 10 minutes. Once set up, this provides space for two people to rest comfortably and safely without risk of falling. It takes a DC 26 Strength check to pry a portaledge tent loose, or a DC 20 Survival check to remove it while anyone or anything with 2 or more bulk is still inside it.

THIEF DRONE

A thief drone is a specialized version of a basic domestic drone (Armory 101). When activated, this Tiny drone acts as the hover drone of a 1st-level mechanic, and you control it as if you were a 1st-level mechanic (using either an included remote control or a computer with an added control), except it has the smuggler's compartment drone mod instead of a weapons mount. The thief drone can't make any attacks and has no feats and no ability to add drone mods beyond those specified in this entry. An activated thief drone can move its speed, but can otherwise take only the actions specified in this description. A thief drone can understand one language (chosen at purchase) but can't speak. Some criminals disguise their thief drones to resemble ordinary drones, which allows these illegal models to blend in without raising suspicion.

If an activated thief drone is accessible to a creature attempting an Engineering check to disable a lock, that creature reduces the DC of the Engineering check by 5. Alternatively, the thief drone can attempt to disable a lock on its own with a –5 penalty. Its skill is Engineering. A thief drone has a usage of 1/hour with a capacity of 20.

A thief drone can be upgraded with any two of the following technological items by paying 125% of the item's price: grappler, glass cutter, tool kit (hacking), or x-ray visor. The price of buying and installing an upgrade includes the price of replacing an old upgrade on a drone, if applicable.

TOOL KIT, AKINZI RESOURCES

Akinzi Resources, a startup company operating out of shared office space on Verces, produces a line of specialty toolkits that supplement those presented on page 221 of the Core Rulebook. These toolkits provide circumstance bonuses to one or more skills in specific situations and include the following: tourist's kit (grants a +4 bonus to Culture checks to recall knowledge about related to a specific planet), catalyst rig (increases your effective skill ranks by 2 for the purpose of determining how long it takes you to craft drugs, poisons, or medicinals), influencer kit (grants a +4 bonus to Diplomacy checks made to change attitude for a specific subculture like mercenaries or augmentation enthusiasts), gymnast's kit (grants a +4 bonus to Acrobatics checks made to tumble), swimmer's kit (grants a +4 bonus to Athletics checks made to swim), grifter's kit (grants a +4 bonus to Sleight of Hand checks made to entertain and pick pocket), and tracker's kit (grants a +4 bonus to Survival checks made to follow tracks).

HOVERCHAIRS

Hoverchairs are mobility aids similar to wheelchairs, providing ease and comfort when traveling and scaling inclines. Typical hoverchairs hover thanks to efficient antigravity projectors mounted along the base of a lightweight yet tough frame.

The chair itself includes comfortable, supportive padding as well as adjustable armrests and footrests, and hoverchair technology has evolved to suit a wide range of user sizes and body shapes.

A creature operating an active hoverchair can move at their full land speed while floating a short distance above the ground, in the process ignoring certain terrain hazards dependent on the hoverchair's model. Each hoverchair can carry its user in addition to an amount of additional bulk based on the model. If its bulk limit is surpassed, the chair powers down and must be restarted. Also, each hoverchair features one or more compartments for storing gear (again, based on the model), as well as several utility slots that can each be fitted with a technological item of light or negligible bulk that requires at most one hand to operate. Through the control panel, the user can operate these technological items as though they were being held.

Operating a hoverchair takes no additional actions beyond those used to move, though the device does require one hand to operate the control panel. However, by spending 10 minutes experimenting with a hoverchair and updating its settings, a user can operate that hoverchair as a device that requires no hands through a combination subtly shifted weight, nerve impulses, or telepathic commands.

Effects that would forcibly move the user (such as combat maneuvers) can either move the user with their hoverchair or just the user. However, each hoverchair includes several adjustable seatbelts that strap waist and legs to keep the user seated securely; securing these takes a swift action, and they can be released as a reaction. While strapped in, the user gains a +8 circumstance bonus to saving throws and KAC against effects that would separate them from the hoverchair. If knocked prone in a hoverchair, the device's antigravity features allow the user to end the prone condition normally.

Basic (Level 1): The basic hoverchair model can hover up to 1 foot above the ground, allowing it to traverse stairs and low obstacles, as well as avoid surface obstacles like oil slicks. The antigravity technology in a basic hoverchair requires a firm surface, and the hoverchair can't hover over surfaces that can't support its weight (such as deep water). This model includes two utility gear slots and two easily accessible compartments that can each store up to 1 bulk worth of items.

At the GM's discretion, a disabled PC with limited mobility receives a hoverchair at no cost as part of character creation.

Athletic (Level 2): The athletic hoverchair model's stronger propulsion system and sleeker design are tailored for action-packed lifestyles. The hoverchair can hover up to 3 feet above the ground, and by temporarily increasing its usage to 1/minute, the hoverchair can hover over dense fluids (like deep water) that couldn't otherwise support it.

This model includes three easily accessible compartments that can each store up to 1 bulk worth of items, and it includes three utility gear slots. In addition, the hoverchair includes one armor upgrade slot that can be used only to install weapons with the integrated weapon special property (*Armory* 29), which the user can operate.

Elite (Level 6): The elite hoverchair caters to the wealthy thrill-seeker, sporting a truly powerful propulsion system on par with that of a jetpack. This hoverchair can hover up to 5 feet above the ground and can hover over liquid surfaces as easily as solid surfaces. By temporarily increasing its usage to 2/round, the hoverchair can move with a fly speed of 30 feet (average maneuverability). This model includes three easily accessible compartments that can each store up to 1 bulk worth of items, and it includes three utility gear slots. In addition, the hoverchair includes two armor upgrade slots that can be used only to install weapons with the integrated weapon special property (*Armory* 29), which the user can operate.

ARMOR

As if outer space and alien worlds weren't dangerous enough, sapient species are constantly developing new ways to kill one another. In response, engineers keep pace by designing better armor that can sweep aside radiation and bullets as readily as it stops a predator's fangs. The following are simply the latest innovations in this ancient tradition, using the rules for armor found on page 196 of the *Core Rulebook*.

AbadarCorp CelPro
(Elite, Galactic, Idol, Local, Stellar)

For situations where heavy armor might be a faux-pas, AbadarCorp designed the CelPro (Celebrity Protection) line. Comprised of metal and polyceramic, reinforced with concealed contingent forcefields like their Travel Suit line, this heavy armor resembles mundane, if somewhat bulky, clothing—typically full-length gowns, coats, or business suits. An observer who succeeds at a Perception check (DC 10 + the armor's level + the wearer's Charisma modifier) can discern the outfit's armored nature.

Devourer's Skin
(Chewing, Gnashing, Gnawing, Masticating)

Despite its name, this carbon-plate armor is the brainchild of overeager marketers at Brortrav Ordnance Factories, not nihilistic cultists. While the environmental protection system of Devourer's skin is active, nanites hidden within its plates roil out and coalesce into dozens of short tendrils across the wearer's body. While the nanites are active, the first time each round that a creature touches the wearer, that creature must succeed at a Reflex save (DC = 10 + the Devourer's skin item level) or take acid damage equal to the armor's item level. Furthermore, when the wearer makes unarmed attacks with the nanites active, they can choose to replace half of the damage dealt by their unarmed strikes with acid damage. This never causes an unarmed strike that targets KAC to target EAC instead. Wounds inflicted by Devourer's skin have a characteristic "chewed" look that earned the armor its gory classifications.

Exochitin
(Decapitator, Slicer, Vivisector)

Designed by radically violent shirrens, exochitin consists of carbon-fiber fabric overlaid with plates of polymer "chitin" and a faceplate reminiscent of a thresher lord. As a swift action, the wearer can deploy nanites that form claws around their fingertips. While extended, these claws cause the wearer to be treated as armed, cause their unarmed strikes to not be treated as an archaic weapon, and grant their unarmed strikes the wound critical hit effect (decapitator exochitin instead grants the severe wound critical hit effect).
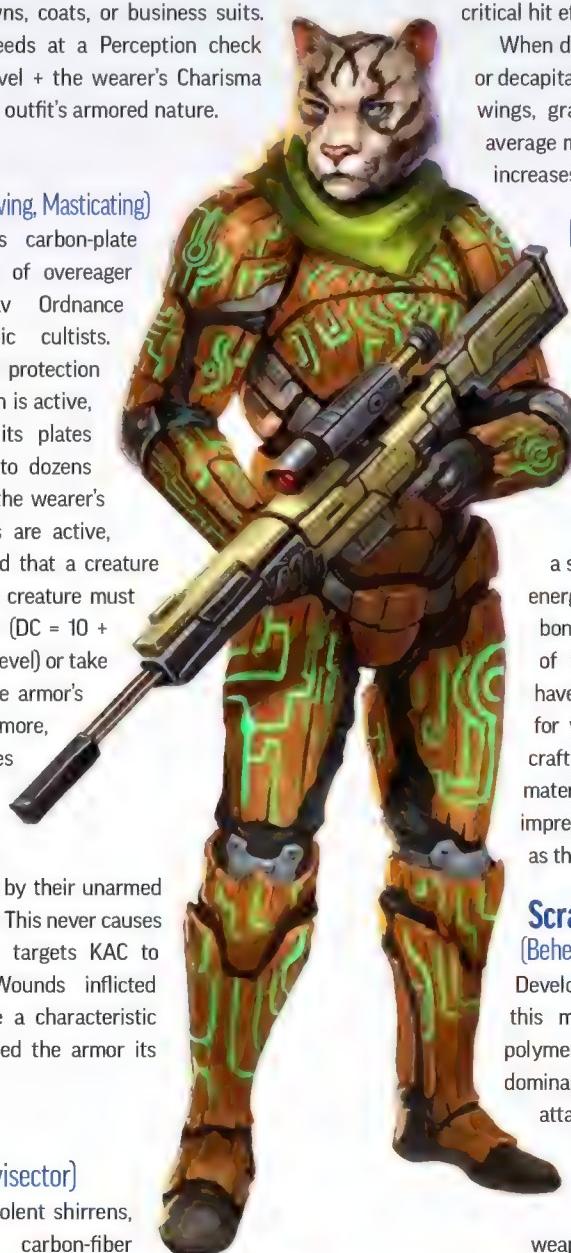
When deploying the claws, the wearer of vivisector or decapitator exochitin can also grow a set of insectoid wings, granting them a fly speed of 30 feet with average maneuverability. A shirren wearing exochitin increases this fly speed to 40 feet.

Mageplate
(Apprentice, Archmage, Journeyman, Master)

Pahtra sorcerers have used carefully calibrated magnetic fields to enhance magic since time immemorial. Mageplate consists of broad polymer slab plates filigreed with carefully enchanted magnetic metals, set against a carbonweave backing. When the wearer uses a spell slot to cast a spell, the armor resonates with the expended energy, granting the caster a +2 enhancement bonus to AC and saving throws until the end of their next turn. Veskarium manufacturers have appropriated and repurposed the design for widespread use, much to traditional pahtra crafters' dismay. Suits created with traditional materials cost 10% more and are more likely to impress pahtra onlookers rather than offend them as the cheaper knock-offs do.

Scrapchain
(Behemoth, Giant, Titan)

Developed by the Daimalkan engineers in Scrapden, this metallic chainweave armor features tough polymer plating along the chest and the wearer's dominant arm. Internal servos and articulated attachments within the plating function as an integrated tactical scaffold (*Armory* 85), despite being mounted in light armor, allowing the wearer to wield massive weapons while keeping a hand free for exploration.

TABLE 2-2: LIGHT ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC	KAC	MAX DEX	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
Devourer's skin, chewing	3	1,500	+2	+4	+4	–1	–	0	1
Exochitin, slicer	4	2,100	+3	+4	+5	–	–	1	L
Devourer's skin, gnawing	7	8,000	+6	+9	+4	–1	–	1	1
Scrapchain, giant	9	14,500	+10	+11	+5	–	–	0	1
Devourer's skin, gnashing	11	25,000	+12	+15	+5	–1	–	1	1
Scrapchain, behemoth	13	49,750	+15	+17	+5	–	–	1	1
Exochitin, vivisector	14	75,500	+15	+17	+6	–	–	1	L
Devourer's skin, masticating	17	275,000	+18	+21	+5	–1	–	1	1
Scrapchain, titan	17	256,000	+18	+20	+5	–	–	2	1
Exochitin, decapitator	19	585,000	+19	+21	+8	–	–	0	L

TABLE 2-3: HEAVY ARMOR

ARMOR MODEL	LEVEL	PRICE	EAC	KAC	MAX DEX	ARMOR CHECK PENALTY	SPEED ADJUSTMENT	UPGRADE SLOTS	BULK
AbadarCorp CelPro, local	2	900	+2	+4	+3	–1	–5 ft.	0	1
Mageplate, apprentice	4	2,150	+5	+6	+2	–2	–5 ft.	0	3
AbadarCorp CelPro, elite	6	5,100	+8	+10	+4	–1	–5 ft.	1	1
Mageplate, journeyman	9	12,800	+14	+15	+2	–2	–5 ft.	1	3
AbadarCorp CelPro, idol	10	18,100	+13	+15	+4	–1	–5 ft.	2	1
AbadarCorp CelPro, stellar	14	75,500	+17	+19	+5	–2	–5 ft.	3	1
Mageplate, master	14	70,000	+18	+20	+3	–2	–5 ft.	2	3
AbadarCorp CelPro, galactic	18	380,000	+23	+25	+5	–2	–5 ft.	4	1
Mageplate, archmage	19	560,000	+24	+25	+4	–2	–5 ft.	3	3

TABLE 2-4: ARMOR UPGRADES

UPGRADE	LEVEL	PRICE	SLOTS	ARMOR TYPE	BULK
Broadband noise generator, mk 1	2	650	1	Any	–
MedObserve interface, basic	5	2,800	1	Any	–
Broadband noise generator, mk 2	6	3,900	1	Any	–
Broadband noise generator, mk 3	10	17,500	1	Any	–
MedObserve interface, advanced	11	23,850	1	Any	–

ARMOR UPGRADES

These new armor upgrades (*Core Rulebook* 204) represent new innovations and designs from the Pact Worlds and beyond.

MEDOBSERVE INTERFACE

CAPACITY 10   **USAGE** 1/10 minutes

The basic MedObserve interface allows the user to perceive nearby heartbeats, breath, and other vital signs, providing the user with blindsense (life) to a range of 10 feet. The user gains a +2 insight bonus (or increases their existing insight bonus by 1) to perform Medicine checks and Sense Motive checks on living creatures they can perceive with this blindsense, and they can expend one charge as a standard action to replicate the effects of *detect affliction* on one target in their blindsense's range.

Advanced models also exist, granting blindsight (life) with a range of 20 feet rather than blindsense (life) with a range of 10 feet.

BROADBAND NOISE GENERATOR

When activated, this unobtrusive lump of metal and plastic emits an irritating sonic whine, aggravating bystanders' senses. When you wear the activated upgrade and enter the blindsense or blindsight range of a creature whose sense is based on sound or vibration, that creature must succeed at a Fortitude save (DC = 10 + 1/2 the upgrade's item level + your Constitution modifier) or its special sense becomes hindered: its blindsight functions as blindsense, or it loses its blindsense. This effect lasts for 1 minute, and whether the creature succeeds or fails the save, they become immune to the armor upgrade's effect for 24 hours.

POWERED ARMOR

These powered armor suits follow the rules for powered armor found on pages 203–204 of the *Core Rulebook*.

DEVAPLATE — LEVEL 18

PRICE 424,000

EAC Bonus +21; **KAC Bonus** +25

Max Dex Bonus +4; **Armor Check Penalty** –3; **Speed** 30 ft., fly 40 ft. (poor)

Strength 26 (+8); **Damage** 4d6 S or P

Weapon Slots 2; **Upgrade Slots** 2

Capacity 20; **Usage** 1/hour

Size Medium; **Bulk** 25

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DESCRIPTION

Inspired by the *angel frame* (*Alien Archive 3* 125), devaplate is a purely technological wonder. Its featureless faceplate provides a sophisticated heads-up display that allows the wearer to see as if they possessed darkvision 120 ft. and low-light vision, includes an integrated MedObserve armor upgrade, and grants a +2 circumstance bonus on saving throws to resist harmful visual effects. Devaplate's specialized shielding grants the wearer resistance 10 against acid, cold, electricity, fire, and positive and negative energy damage. The armor's user-monitoring systems detect when the wearer is poisoned and auto-inject counteragents, granting a +2 enhancement bonus to saves against poison. Finally, while the wearer is not using the armor's fly speed, they can angle the suit's wings to project defensive fields and deflect projectiles, acting as an integrated titan shield armor upgrade.

FERAL FRAME

PRICE 75,000

EAC Bonus +21; **KAC Bonus** +23

Max Dex Bonus +4; **Armor Check Penalty** –4; **Speed** 50 ft., burrow 20 ft., climb 40 ft.

Strength 28 (+9); **Damage** 4d6 S or P

Weapon Slots 1; **Upgrade Slots** 0

Capacity 100; **Usage** 1/minute

Size Huge (10-ft. reach); **Bulk** 50

DESCRIPTION

This massive frame of curved metal and rippling carbon-fiber musculature resembles a quadrupedal predator, with sickle-clawed limbs and zero-edged fangs. Unlike other powered armor, a feral frame has no hands, and the control interface prevents the wearer from using their own hands for any other purpose. A feral frame includes an integrated automated loader upgrade and integrated juggernaut boosters upgrade (*Armory* 84), neither of which count against the feral frame's carried bulk.

GEISTWORK HUNTER (HYBRID)

PRICE 59,400

EAC Bonus +18; **KAC Bonus** +20

Max Dex Bonus +5; **Armor Check Penalty** –3; **Speed** 40 ft.

Strength 22 (+6); **Damage** 1d10 S or P

Weapon Slots 2; **Upgrade Slots** 2

Capacity 20; **Usage** 1/hour

Size Medium; **Bulk** 22

DESCRIPTION

Marketed as a dueling frame by its Apostae-based manufacturer, Geistwork, this armor is far more suitable for performing perilous assassinations. A *Geistwork hunter* can use its weapon slots to mount both melee and ranged weapons, and it's equipped with a proprietary drow stealth system that functions as a *grandchild's cloak* (*Pact Worlds* 197) that doesn't occupy an upgrade slot. By spending an additional 110,000 credits, the stealth system can be upgraded to function as a *greater grandchild's cloak* instead.

INFILTRATION SKIN

PRICE 5,200

EAC Bonus +6; **KAC Bonus** +10

Max Dex Bonus +5; **Armor Check Penalty** –1; **Speed** 30 ft.

Strength 18 (+4); **Damage** 1d8 B

Weapon Slots 1; **Upgrade Slots** 1

Capacity 80; **Usage** 1/hour

Size Medium; **Bulk** 16

DESCRIPTION

Innovated by screedreep scam artists, an infiltration suit takes the form of a Medium humanoid or monstrous humanoid, with an Azlanti human being typical. Only Small or smaller creatures can wear and operate an infiltration suit, and when disguising themselves as the person the armor's modeled after, the wearer reduces the DC modifier to Disguise checks to +1 each to assume a different creature type, size category, and race. An aftermarket modification costing 5% of the item's price and a day of work can change the armor's appearance to that of a different humanoid or monstrous humanoid.

Unusually, a creature wearing an infiltration skin can wear an additional suit of armor over the powered armor, in which case they use the better of the two armors' EAC bonuses, KAC bonuses, and armor upgrade slots. The wearer uses the worse of the armors' maximum Dexterity, armor check penalty, and speed penalty values.

KASHCOMM SCOUT

PRICE 12,600

EAC Bonus +13; **KAC Bonus** +14

Max Dex Bonus +5; **Armor Check Penalty** –2; **Speed** 40 ft.

Strength 16 (+3); **Damage** 1d6 S or P

Weapon Slots 1; **Upgrade Slots** 1

Capacity 40; **Usage** 1/hour

Size Medium; **Bulk** 19

DESCRIPTION

Nicknamed the Bat for the scanning arrays affixed to the helmet, this Vercite armor increasingly sees use by bounty hunters specialized in tracking verthani marks. While active, the KashComm scout grants blindsense (sound) with a range of 120 feet. As a standard action, the wearer can devote the armor's processing fully into its sensors, changing its blindsense to blindsight (sound) until the end of their next turn.

LIVING TREE (HYBRID)

PRICE 11,200

EAC Bonus +11; **KAC Bonus** +17

Max Dex Bonus +2; **Armor Check Penalty** –4; **Speed** 15 ft.

Strength 24 (+7); **Damage** 2d10 B

Weapon Slots 2; **Upgrade Slots** 1

Capacity 20; **Usage** 1/hour

Size Huge (15-ft. reach); **Bulk** 57

DESCRIPTION

On Ghorus Prime, arcane botanists grow trees implanted with mystic engines to create this armor. The first time each day a *living tree* is activated, it grants its wearer 2d6 temporary Hit Points that disappear once the wearer leaves or deactivates the armor. They regain these temporary Hit Points whenever they rest for 10 minutes to regain Stamina Points so long as they wear the armor while exposed to soil, water, and sunlight. If the wearer is a plant, they add their Constitution modifier to these temporary Hit Points. While deactivated for 8 hours with access to soil, water, and sunlight, a *living tree* regains 1d8 charges.

OBSIDIAN MASK (HYBRID)

PRICE 875,000

EAC Bonus +28; **KAC Bonus** +30

Max Dex Bonus +3; **Armor Check Penalty** –3; **Speed** 30 ft.

Strength 30 (+10); **Damage** 4d10 S

Weapon Slots 5; **Upgrade Slots** 4

Capacity 20; **Usage** 1/hour

Size Large (10-ft. reach); **Bulk** 32

DESCRIPTION

These ominous suits of armor resemble faceless statues of black glass that reflect light in ominously unpredictable ways. When activated, the armor's eerie reflections twist and writhe, granting the wearer the alien presence universal creature ability with a range of 120 feet (DC = 20 + the wearer's Charisma modifier), giving onlookers the confused condition for 1d4 rounds. The wearer isn't immune to the armor's unsettling effects; the first time the wearer dons or activates the armor in a 24-hour period, they are exposed to the *curse of the zealous* (*Core Rulebook* 418).

SCI-SHIELD UNIT

PRICE 3,450

EAC Bonus +10; **KAC Bonus** +11

Max Dex Bonus +2; **Armor Check Penalty** –3; **Speed** 25 ft.

Strength 16 (+3); **Damage** 1d10 P

Weapon Slots 1; **Upgrade Slots** 3

Capacity 40; **Usage** 1/hour

Size Large (5-ft. reach); **Bulk** 37

DESCRIPTION

Sci-shield units protect scientists conducting dangerous fieldwork. The suit excels at deflecting radiation (granting protection against radiation as if it were item level 7). A biohacker or mechanic wearing a sci-shield unit treats their class level as two higher than normal for the purpose of determining the range of their custom microlab and remote hacking class features.

SWARM CARAPACE

PRICE 41,200

EAC Bonus +17; **KAC Bonus** +20

Max Dex Bonus +3; **Armor Check Penalty** –3; **Speed** 30 ft., climb 30 ft., fly 40 ft. (poor)

Strength 24 (+7); **Damage** 3d6 S or P

Weapon Slots 3; **Upgrade Slots** 2

Capacity 20; **Usage** 1/hour

Size Large (10-ft. reach); **Bulk** 35

DESCRIPTION

This biomechanical armor is grown from Swarm remains, assisting its wearer in infiltrating Swarm hives for targeted strikes. A swarm carapace can use its weapon slots to mount both melee and ranged weapons. The wearer gains telepathy that they can use only to communicate with Swarm creatures, can use Disguise to take the appearance of a Swarm creature without any DC modifiers for imitating a different creature type, and is treated as a Swarm creature for the purpose of fulfilling other Swarm creatures' Swarm mind abilities (though

the wearer does not gain the benefits of Swarm mind). A shirren wearer reduces the armor's armor check penalty to –2.

TABLE 2–5: POWERED ARMOR

ARMOR MODEL	LEVEL	PRICE
Sci-shield unit	5	3,450
Infiltration skin	6	5,200
KashComm scout	8	12,600
Living tree	8	11,200
Swarm carapace	12	41,200
Geistwork hunter	13	59,400
Feral frame	14	75,000
Devaplate	18	424,000
Obsidian mask	20	875,000

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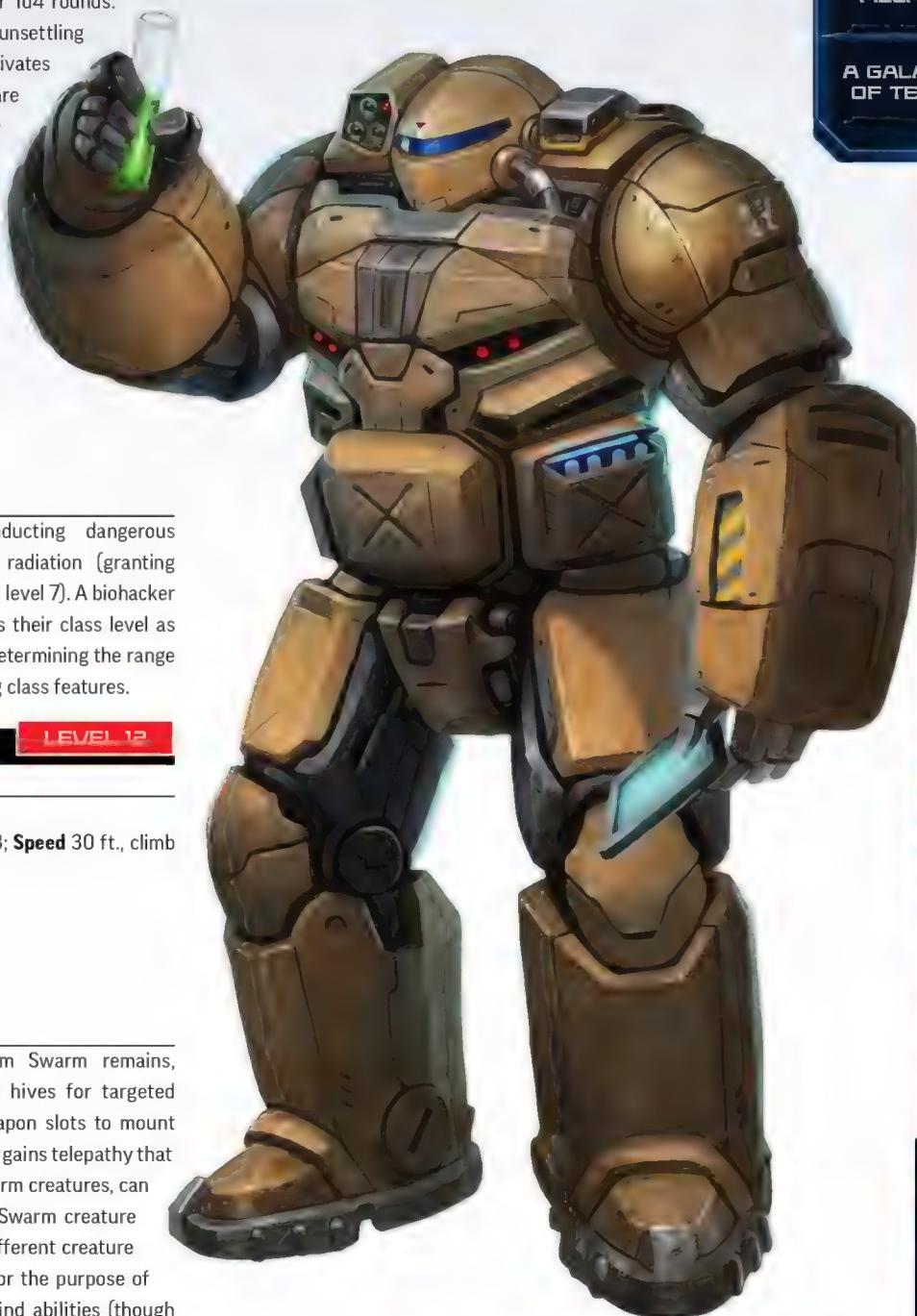
AUGMENTATIONS

Augmentations range from the biotech innovations of Bretheda and millennia-old cybernetic miracles of Verces to experimental magitech marvels developed at Absalom Station's Arcanamirium. These technologies are widespread, medically crucial to millions' quality of life, and broadly accepted in the public mind—see Body Modification on page 128 for more. Yet in a dangerous galaxy, augmentation design continues to innovate new means of self-defense, including the new technologies featured here.

BIOTECH DESCRIPTIONS

The biotech augmentations from Table 2–6: Biotech (page 57) are described below. For more information on how to implant, activate, and replace biotech augmentations, see page 208 of the *Core Rulebook*.

BONE SPINES			SYSTEM Spinal Column
MODEL	LEVEL	PRICE	DAMAGE
Bristling	5	2,900	1D4 P
Warding	9	12,900	2D4 P
Punishing	13	47,900	4D4 P
Rebuking	17	242,900	8D4 P

Your bones are laced with dangerous spines that can be extended to harm foes who get too close. You can retract or harmlessly extend your spines as a standard action. You can't extend bone spines while wearing armor not fitted to you. If your bone spines are extended and an opponent within 5 feet hits you with a melee attack, you can use your reaction to deal the listed piercing damage to that attacker. If your opponent's attack roll is a natural 20, the attacker also gains the bleeding condition equal to the item level of your spines. If you have natural weapons and those weapons are magical, the damage dealt by your bone spines is also magical.

FLAMETONGUE				SYSTEM Throat
MODEL	LEVEL	PRICE	DAMAGE	CRITICAL
Salamander	5	3,150	1D8 F	Arc 1D6 F
Hellhound	9	13,850	2D8 F	Arc 1D8 F
Firedrake	13	51,500	4D8 F	Arc 2D8 F
Phoenix	18	395,000	8D8 F	Arc 4D8 F

Structurally similar to the dragon gland, which blankets a small area in destructive energy, a flametongue gland generates a continuous, controlled gout of fire from your mouth that you can wield like a whip using quick motions of your head or tongue. The flametongue functions as an advanced melee weapon with the integrated (*Armory* 29) and reach weapon special properties. It deals damage based on its model. You can activate the flametongue on your turn as part of the action used to make an attack with it, or you can activate the augmentation as a swift action. The flametongue remains active for a number of rounds equal to 1 + 1/2 your Constitution modifier, or until you deactivate it; doing so takes no action on your turn or a reaction if it is not your turn. While the flametongue is active, the first time each round you speak any language other than Ignan, you take fire damage equal to twice the augmentation's item level (DC 20 Reflex negates). After you activate the flametongue, you can't

use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

INTENSIFICATION ANTENNAE	SYSTEM Ears

PRICE 9,500　　　　　　　　　　　　　　　　　　**LEVEL** 8

These supplemental antennae take a variety of forms, tailored to your species and style, such as foot-long antennae that emerge from your temples or manes of sensory whiskers surrounding the ears. Intensification antennae augment your sensory abilities. If you have blindsense or blindsight, this augmentation extends the range of that sense by 30 feet (maximum twice the sense's base range). If you have both blindsense and blindsight based on the same sense, such as blindsense (vibration) and blindsight (vibration), this augmentation affects both. However, if you have multiple forms of blindsense or blindsight based on different senses, such as one based on vibration and another based on scent, you must choose one of the senses for the antennae to enhance when you acquire the augmentation.

NEUTRALIZER LOBE	SYSTEM Throat

PRICE 9,900　　　　　　　　　　　　　　　　　　**LEVEL** 8

A lobe grafted onto your throat processes toxins your body would normally struggle to remove. Whenever you attempt a saving throw against a drug or poison, your neutralizer lobe automatically attempts a Medicine check to treat drugs or poison, using a modifier equal to your level + 2. If this Medicine check is successful, the neutralizer lobe grants you a +4 bonus to your subsequent saving throw.

PROTEAN RESPONSE		SYSTEM Endochrine
MODEL	LEVEL	PRICE
Mk 1	5	3,000
Mk 2	8	9,500
Mk 3	11	25,500
Mk 4	14	74,000
Mk 5	17	255,000
Mk 6	20	850,000

This series of glands supplements the adrenal system, triggering a spontaneous transformation into a supernatural (and often more ferocious) form when your body experiences extreme stress. When you acquire and install this augmentation, you choose one polymorphed form and its abilities, per the spell *polymorph* (*Alien Archive 2* 145). The spell level of the *polymorph* effect equals that of the augmentation's model number (e.g. *polymorph* as a 4th-level spell for a mk 4 augmentation).

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As a reaction when you take a critical hit in combat or fail a Fortitude save, you can spend 1 Resolve Point to activate this augmentation; alternatively, you can activate the augmentation as a full action by spending 3 Resolve Points. Your body begins transforming into your polymorphed form, as though you were the target of a *polymorph* spell, completing its transformation at the beginning of your next turn. You retain your polymorphed form for 1 minute or until you end the effect as a standard action, after which you become fatigued for 1 minute. This transformation is an extraordinary ability that is not subject to *dispel magic* or similar effects.

RENDING TALONS

SYSTEM Feet

MODEL	LEVEL	PRICE	DAMAGE
Standard	4	2,100	1D6 S
Sintered	8	9,500	2D6 S
Microserrated	12	35,000	4D6 S
Zero-Edge	16	164,000	8D6 S

These augmentations can take the form of retractable claws installed directly into your feet, or prosthetic feet that replace your own and sport powerfully clawed toes. In either case, the rending talons provide you excellent grip and provide a deadly advantage against anyone you grab. You ignore any increase to the DCs of Acrobatics checks to balance and Athletics checks to climb due to slipperiness or iciness.

When you renew a grapple, as a swift action before the end of your turn you can use your talons to rake your target. Your talons function as a basic melee weapon with the analog weapon special property for this purpose, and they deal damage based on their model. The talons can only be deployed properly as weapons when grappling a target or damaging a helpless target, and thus can't be used to make other attacks.

STRIDULATION LEGS

SYSTEM Legs

PRICE 3,900   **LEVEL** 6

A combination of springy, flexible joints and ridged leg plates provide you with cricket-like mobility and musicality. In addition to functioning as a musical instrument (*Armory* 105), as a move action you can create a chirping drone that lasts until the end of your next turn. You and allies within 30 feet gain sonic resistance 5 while you continue to drone, which you can sustain as a move action each round. The augmentation also provides you exceptional leaping ability, granting you a +8 enhancement bonus to Athletics checks when jumping.

VENGEFUL VENTRICLES

SYSTEM Heart

PRICE 6,300   **LEVEL** 7

Reinforcing tissue around your heart supports healthy cardiovascular function under normal circumstances, but the grafted muscle twinges angrily when it senses a drop in blood pressure, such as from heavy bleeding. As a reaction once per 1d4 rounds when you take bleed damage, you can expel a portion of the blood at an adjacent creature to make it flat-footed until the end of your next turn. If the bleed damage causes you to lose Hit Points, you can instead make the adjacent creature blinded until the end of your next turn. If the creature succeeds at a Reflex save, it negates the effect, and it can remove the condition by

TABLE 2-6: BIOTECH

NAME	LEVEL	PRICE	SYSTEM
Rending talons, standard	4	2,100	Feet
Bone spines, bristling	5	2,900	Spinal Column
Flametongue, salamander	5	3,150	Throat
Protean response, mk 1	5	3,000	Endocrine
Stridulation legs	6	3,900	Legs
Vengeful ventricles	7	6,300	Heart
Intensification antennae	8	9,500	Ears
Neutralizer lobe	8	9,900	Throat
Protean response, mk 2	8	9,500	Endocrine
Rending talons, sintered	8	9,500	Feet
Bone spines, warding	9	12,900	Spinal Column
Flametongue, hellhound	9	13,850	Throat
Protean response, mk 3	11	25,500	Endocrine
Rending talons, microserrated	12	35,000	Feet
Bone spines, punishing	13	47,900	Spinal Column
Flametongue, firedrake	13	51,500	Throat
Protean response, mk 4	14	74,000	Endocrine
Rending talons, zero-edge	16	164,000	Feet
Bone spines, rebuking	17	242,900	Spinal Column
Protean response, mk 5	17	255,000	Endocrine
Flametongue, phoenix	18	395,000	Throat
Protean response, mk 6	20	850,000	Endocrine

TABLE 2-7: CYBERNETICS

NAME	LEVEL	PRICE	SYSTEM
Lightvision shades	2	500	Eyes
Thruster heels	3	1,250	Feet
Inner gyros	4	2,000	Ears
Refraction shell	11	25,000	Skin
Tremor soles	12	37,000	Feet
Conductive Carrier	13	51,000	Lungs and Throat

TABLE 2-8: MAGITECH

NAME	LEVEL	PRICE	SYSTEM
Galeforce lungs, standard	3	1,300	Lungs
Dimensional gland, experimental	5	3,100	Endocrine
Ley veins, apprentice	6	3,900	Endocrine
Galeforce lungs, gust	9	12,900	Lungs
Ley veins, adept	12	32,000	Endocrine
Dimensional gland, immersive	13	50,000	Endocrine
Galeforce lungs, storm	13	49,000	Lungs
Ley veins, archmage	18	325,000	Endocrine
Galeforce lungs, hurricane	19	545,000	Lungs

taking a move action to wipe away the blood. The save DC for this effect equals 10 + 1/2 your level + your Constitution modifier, or 10 + the damage dealt by the bleed effect this turn, whichever is lower.

CYBERNETIC DESCRIPTIONS

The cybernetic augmentations from Table 2–7: Cybernetics are described on page 58. For more information on how to implant, activate, and replace cybernetic augmentations, see page 208 of the *Core Rulebook*.

CONDUCTIVE CARRIER
SYSTEM Lungs and Throat

PRICE 51,000   **LEVEL** 13

Your respiratory system manufactures nanites that specialize in conducting and channeling electrical energy. As a standard action, you can breathe these nanites into a 10-foot burst with a range of 20 feet. The nanites remain airborne and active in the area for 1 minute, though a moderate wind (11+ mph) disperses the nanites in 4 rounds, and a strong wind (21+ mph) disperses the nanites in 1 round. As a reaction when you or an ally makes an attack that deals electricity damage to a single target in the nanites' area, you can activate the nanites to have the attack instead affect all creatures in the nanites' area, resolved as though the attack had the explode weapon special property. Alternatively, you can activate the nanites as a reaction when an effect with the electricity descriptor includes the nanites in its area, adding the nanites' area to the triggering effect's area of effect. Either use destroys these nanites.

After you create a cloud of nanites with this augmentation, you can't do so again until you've rested for 10 minutes to regain Stamina Points, though you can spend 2 Resolve Points at any point to recharge it immediately.
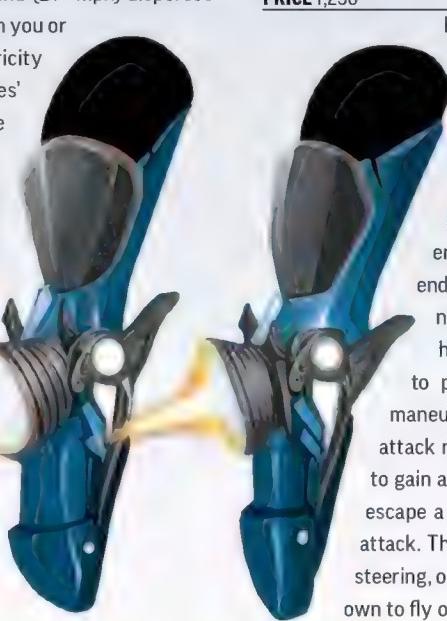
INNER GYROS
SYSTEM Ears

PRICE 2,000   **LEVEL** 4

Intricate instruments augment your inner ears, granting you an unshakable sense of balance and orientation. The augmentation grants you a +2 insight bonus to Acrobatics checks to balance and Piloting checks to perform stunts during starship combat. When an effect causes you to gain the flat-footed or off-kilter condition, you can spend 1 Resolve Point as a reaction to suppress that condition until the end of your next turn.

LIGHTVISION SHADES
SYSTEM Eyes

PRICE 500   **LEVEL** 2

This augmentation is a pair of sunglasses (your choice of style when you purchase them) that are integrated into your head. You can extend or retract these lenses as a swift action. While you have the lightvision shades active, you perceive bright light as though it were normal light, and you perceive areas of normal light as though they were dim light. In addition, while the shades are active, you gain a +4 circumstance bonus to saving throws against effects that inflict the blinded or dazzled condition.

REFRACTION SHELL
SYSTEM Skin

PRICE 25,000   **LEVEL** 11

Silvery, flexible plates cover much of your body, thickening and hardening along your back. When you succeed at your saving throw against a line effect or such an effect misses you, as a reaction you can spend 1 Resolve Point to redirect the line, altering its direction up to 90 degrees beginning with your space. After you activate the refraction shell, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

THRUSTER HEELS
SYSTEM Feet

PRICE 1,250   **LEVEL** 3

Powerful thrusters built into your feet provide you with a brief burst of locomotive force. If you activate your thruster heels while jumping, you gain a +30 enhancement bonus to your Athletics check to jump. If you activate your thruster heels while flying, you gain a +30-foot enhancement bonus to your fly speed until the end of your turn, to a maximum of twice your normal fly speed. If you activate your thruster heels while attempting a melee attack to perform a bull rush or reposition combat maneuver, you gain a +2 enhancement bonus to the attack roll, and you can also use the thruster heels to gain a +2 enhancement bonus when attempting to escape a grapple with an Acrobatics check or melee attack. Thruster heels don't provide any stabilization, steering, or sustained life, so they can't be used on their own to fly or perform similar aerobatics.

After you activate the thruster heels, you can't use them again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge them immediately.

TREMOR SOLES
SYSTEM Feet

PRICE 37,000   **LEVEL** 12

The bases of your feet register even minute vibrations of nearby footfalls. You gain blindsense (vibration) and sense through (blindsense–vibration), both with ranges of 30 feet. However, you can only use these senses while in contact with a solid surface like the ground or a wall, and only then to sense creatures and objects that are in contact with other solid surfaces directly connected to your surface. For example, you could sense others walking on the ground nearby, even on the other side of a wall, but while floating in a raft, you would be unable to detect creatures walking on the nearby shore for lack of a solid connection between the two surfaces.

MAGITECH DESCRIPTIONS

The augmentations from Table 2-8: Magitech (page 57) are described below. For more information on how to implant, activate, and replace magitech augmentations, see page 208 of the *Core Rulebook* and page 90 of *Armory*.

DIMENSIONAL GLAND
SYSTEM Endochrine

MODEL	LEVEL	PRICE
Experimental	5	3,100
Immersive	13	50,000

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This augmentation grafts into your pituitary gland or other organs responsible for regulating growth, forcing your body to conform to smaller or larger versions of yourself from parallel realities. Once per day as a full action, you can activate the augmentation to either grow one size category larger (maximum Large) or shrink to one size category smaller (minimum Tiny) than your natural size. If you grow, your weight increases by a factor of 8, you gain a +1 enhancement bonus to Strength ability checks and skill checks, and your reach increases by 5 feet if your new size is Small or Large. If you shrink, your weight decreases by a factor of 8, you gain a +1 enhancement bonus to Dexterity ability checks and skill checks, and your reach decreases by 5 feet if your new size is Tiny (minimum 0-foot reach) or Medium (minimum 5-foot reach). If you attempt to grow to a size that your current space can't accommodate, the transformation fails. Your equipment resizes to remain functional, and your other statistics are unchanged. Any equipment that leaves your possession for more than 1 minute reverts to its normal size over the following round.

An *experimental dimensional gland* can sustain this transformation for a number of minutes equal to your Constitution modifier (minimum 1 minute). An *immersive dimensional gland* can sustain the transformation for a number of hours equal to 1 + your Constitution modifier (minimum 1 hour), and you can spend 1 Resolve Point as a full action to increase the duration by an additional number of hours equal to your Constitution modifier. Once the duration expires, or once you dismiss the effect as a full action, you revert to your original size.

GALEFORCE LUNGS		SYSTEM Lungs
MODEL	LEVEL	PRICE
Standard	3	1,300
Gust	9	12,900
Storm	13	49,000
Hurricane	19	545,000

In addition to expanding your lungs' natural capacity, all models of this augmentation install a tiny portal into the Plane of Air that constantly cycles gases within your lungs, negating your need to breathe. Gust, storm, and hurricane models allow you to exhale a gust of wind at a target within 30 feet as a standard action. The wind can push an object of a bulk no greater than your Constitution modifier (minimum 1 bulk) a number of feet no greater than 5 × your Constitution modifier (minimum 5 feet), but the movement must push the object away from you. A hurricane model can push objects with a bulk no greater than 4 × your Constitution modifier. Alternatively, you can use the wind to attempt a bull rush combat maneuver against a creature, for which you can add your Constitution modifier to the attack roll instead of your Strength modifier. The storm model treats your Constitution modifier as 1 higher for calculating the effects of the augmentation's gust of wind, and the hurricane model treats your Constitution modifier as 2 higher.

The hurricane model allows you to exhale forcefully, deflecting incoming blasts back toward their origin. When a cone- or line-shaped effect includes you in its area and requires an attack roll, Fortitude save, or Reflex save to determine its effect on you, you can spend 1 Resolve Point as a reaction and attempt a Fortitude save (DC = 15 + the effect's CR or 15 + the item level, whichever is higher). If you succeed, you are unaffected by the effect, and the effect's source is also treated as though it were in the area of effect. This ability of your *hurricane galeforce lungs* doesn't prevent others from being affected by the triggering effect.

LEY VEINS		SYSTEM Endochrine
MODEL	LEVEL	PRICE
Apprentice	6	3,900
Adept	12	32,000
Archmage	18	325,000

A series of magitech glands installed throughout your body can flood your bloodstream with arcane enzymes in an instant, creating a network of living ley lines across your body to stabilize your magic. When you are casting a spell and you take damage or are subjected to an effect that could break your concentration and cause the spellcasting to fail, you can activate the augmentation as a reaction to attempt a special check to maintain your concentration. For the check, roll 1d20 + 1/2 your caster level + the *ley veins'* item level. The check's DC equals 15 + 3 × the level of the spell you are casting. If you succeed, you successfully cast the spell unless the damage or effect would kill you instantly.
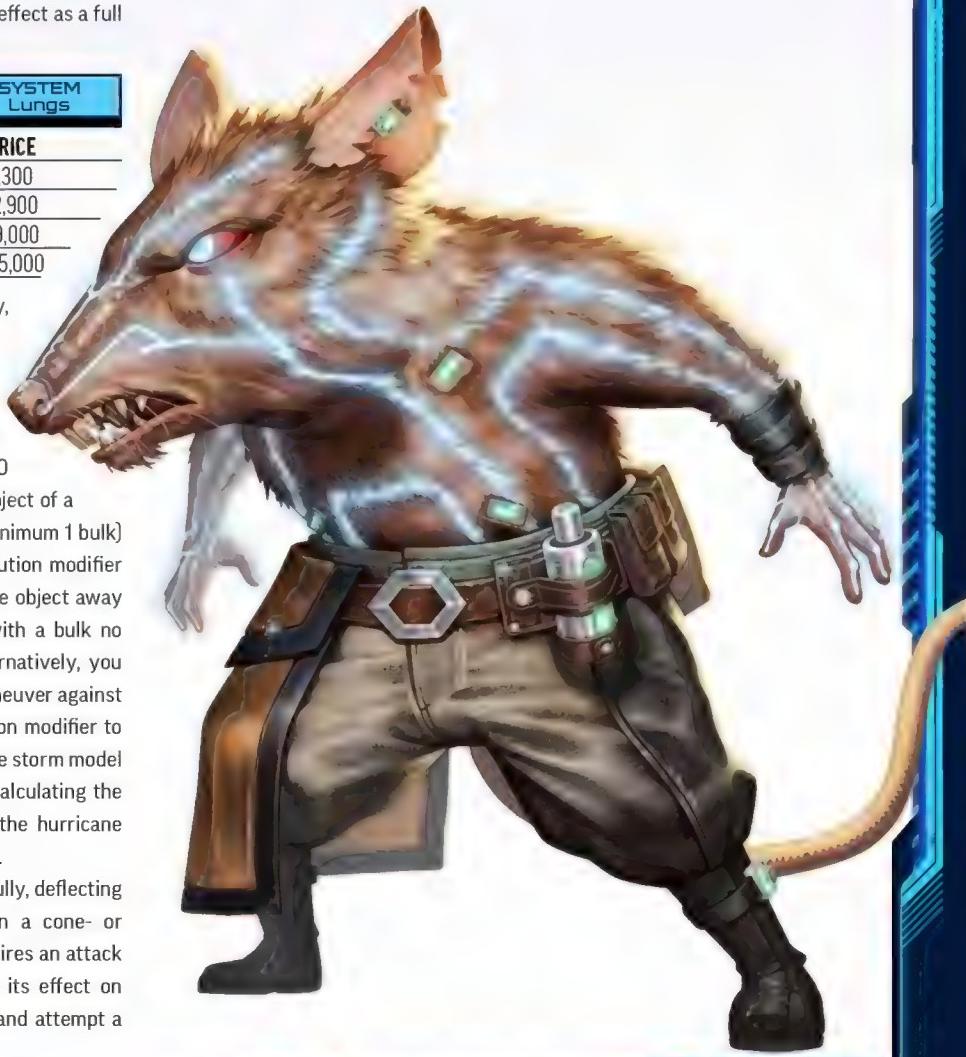
WEAPONS

A variety of weapons is simply a variety of methods to defeat one's foes. The weapon that deals the most damage isn't necessarily your best choice; it's wise to consider what causes the most useful effects. A barrage of shots against an enemy horde might be significantly more useful than a single, more powerful shot. Selecting the right weapons for the job can go a long way toward ensuring that job is successful.

WEAPON SPECIAL PROPERTIES

These new weapon special properties are used by some of the weapons listed below.

Buttressing

When activated, this weapon exudes subtle static charges that tightly bind nearby objects to one another, granting them additional resilience from incoming attacks. After you make an attack with this weapon, you: increase the AC bonus you gain from cover by 1, increase the hardness of objects within 5 feet of you by an amount equal to 1/4 × the weapon's item level, and gain a +1 bonus to your KAC to resist combat maneuvers. These benefits last until you move or until the beginning of your next turn, whichever comes first. Objects that are moved from their space lose this benefit immediately. The effects of multiple buttressing weapon attacks don't stack with each other.

Thruster

This weapon produces controlled bursts of forceful energy, which you can direct toward enhancing your athletic exploits. As part of the action you use to fly, jump, or perform the bull rush combat maneuver, you can expend ammunition or charges equal to the weapon's usage to boost that

TABLE 2-9: ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
SONIC						
Boomknuckles, thunderstrike	3	1,400	1d4 So	Push (5 ft.)	L	Powered (capacity 20; usage 1), thruster, unbalancing
Boomknuckles, LFD	6	4,350	1d6 So	Push (10 ft.)	L	Powered (capacity 20; usage 1), thruster, unbalancing
Boomknuckles, HFD	12	36,700	2d10 So	Push (10 ft.)	L	Powered (capacity 40; usage 2), thruster, unbalancing
Boomknuckles, banshee	18	380,000	6d10 So	Push (15 ft.)	L	Powered (capacity 40; usage 2), thruster, unbalancing

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
FLAME						
Blaze scimitar, acolyte	2	740	1d6 F	Burn 1d6	1	Bright, powered (capacity 20; usage 1)
Blaze scimitar, disciple	8	9,200	2d6 F	Burn 1d8	1	Bright, powered (capacity 20; usage 1)
Blaze scimitar, cleric	12	34,600	4d6 F	Burn 2d6	1	Bright, powered (capacity 40; usage 2)
Blaze scimitar, divine	16	162,000	8d6 F	Burn 2d8	1	Bright, powered (capacity 40; usage 2)
UNCATEGORIZED						
Crisis wrench, tinker-class	1	315	1d6 B / S	Staggered	1	Analog, lockdown[PW], modal[AR], professional[AR] (maintenance worker)
Crisis wrench, scrapper-class	6	4,250	1d10 B / S	Staggered	1	Analog, lockdown[PW], modal[AR], professional[AR] (maintenance worker)
Crisis wrench, engineer-class	11	25,500	3d10 B / S	Staggered	1	Analog, lockdown[PW], modal[AR], professional[AR] (maintenance worker)
Crisis wrench, artificer-class	16	169,000	7d10 B / S	Staggered	1	Analog, lockdown[PW], modal[AR], professional[AR] (maintenance worker)

TABLE 2-10: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
DISINTEGRATOR									
Disintegration SMG, liquidator	3	1,490	1d4 A	40 ft.	Wound	20 charges	4	L	Automatic
Disintegration SMG, decimator	9	13,700	3d4 A	40 ft.	Wound	20 charges	4	L	Automatic
Disintegration SMG, executioner	15	118,000	3d8 A	50 ft.	Wound	40 charges	5	L	Automatic
Disintegration SMG, eradicator	20	888,000	5d10 A	60 ft.	Wound	80 charges	8	L	Automatic
PROJECTILE									
Uppercut SMG, tactical	4	2,100	1d6 P	30 ft.	–	14 rounds	2	L	Analog, automatic

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	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Ring fire, tactical	6	3,900	1d8 P	20 ft.	–	1 round	1	–	Conceal[AR]
Uppercut SMG, advanced	8	9,800	1d12 P	30 ft.	–	16 rounds	2	L	Analog, automatic
Ring fire, advanced	10	17,300	2d8 P	20 ft.	–	1 round	1	–	Conceal[AR]
Uppercut SMG, elite	13	50,600	2d12 P	40 ft.	–	18 rounds	2	L	Analog, automatic
Ring fire, elite	14	68,500	4d8 P	20 ft.	–	1 round	1	–	Conceal[AR]
Ring fire, paragon	18	357,000	6d8 P	20 ft.	–	1 round	1	–	Conceal[AR]
Uppercut SMG, paragon	18	380,000	4d12 P	40 ft.	–	20 rounds	2	L	Analog, automatic
SHOCK									
Polarity wire, static	2	580	1d3 E & P	30 ft.	Electrocute[AR]	20 charges	1	L	Injection, integrated (1 slot)
Polarity wire, aurora	7	5,750	2d4 E & P	30 ft.	Electrocute[AR]	20 charges	1	L	Injection, integrated (1 slot)
Polarity wire, storm	12	32,800	4d4 E & P	40 ft.	Electrocute[AR]	20 charges	1	L	Injection, integrated (1 slot)
Polarity wire, tempest	17	232,000	8d4 E & P	40 ft.	Electrocute[AR]	20 charges	1	L	Injection, integrated (1 slot)
UNCATEGORIZED									
Rocket bracer, tactical	6	4,000	1d8 B & F	50 ft.	Knockdown	4 mini-rockets	1	L	Integrated[AR] (1 slot)
Nanite pistol, tinker-class	9	13,300	1d4 A	30 ft.	–	10 nanites	1	L	Deconstruct[AR] 2d4
Nanite pistol, scrapper-class	11	25,200	1d6 A	30 ft.	–	10 nanites	1	L	Deconstruct[AR] 3d4
Rocket bracer, advanced	11	23,800	2d8 B & F	50 ft.	Knockdown	4 mini-rockets	1	L	Integrated[AR] (1 slot)
Nanite pistol, engineer-class	14	72,000	1d8 A	30 ft.	Wound	10 nanites	1	L	Deconstruct[AR] 4d4
Rocket bracer, elite	15	102,000	5d6 B & F	60 ft.	Knockdown	4 mini-rockets	1	L	Integrated[AR] (1 slot)
Nanite pistol, artificer-class	19	555,000	1d10 A	30 ft.	Wound	10 nanites	1	L	Deconstruct[AR] 5d4
Rocket bracer, paragon	19	525,000	8d6 B & F	70 ft.	Knockdown	4 mini-rockets	1	L	Integrated[AR] (1 slot)

TABLE 2-11: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
PROJECTILE									
Shield rifle, tactical	2	900	1d8 E & P	80 ft.	Arc 1d4	12 rounds	1	2	Buttressing
Shield rifle, advanced	7	6,820	2d8 E & P	80 ft.	Arc 2d4	12 rounds	1	2	Buttressing
Shield rifle, elite	12	37,000	4d8 E & P	80 ft.	Arc 4d4	15 rounds	1	2	Buttressing
Shield rifle, paragon	17	264,000	8d8 E & P	80 ft.	Arc 4d8	18 rounds	1	2	Buttressing
SONIC									
Chordpocalypse, thunderstrike	2	765	1d6 So	30 ft.	Deafen	20 charges	1	1	Boost (1d4), polarize[AR] (1d4), professional[AR] (musician)
Chordpocalypse, shattering	6	4,280	1d8 So	30 ft.	Deafen	20 charges	1	1	Boost (1d6), polarize[AR] (1d6), professional[AR] (musician)
Chordpocalypse, psychedelic	10	18,400	2d8 So	30 ft.	Deafen	40 charges	2	1	Boost (1d8), polarize[AR] (1d8), professional[AR] (musician)
Chordpocalypse, banshee	14	72,000	4d8 So	30 ft.	Deafen	40 charges	2	1	Boost (2d6), polarize[AR] (2d6), professional[AR] (musician)
Chordpocalypse, transcendent	18	372,000	7d8 So	40 ft.	Deafen	80 charges	2	1	Boost (2d8), polarize[AR] (2d8), professional[AR] (musician)
UNCATEGORIZED									
Net gun, wireframe	4	1,750	–	30 ft.	–	2 nets	1	1	Entangle
Net gun, bolt	7	5,250	3d4 E	30 ft.	Stunned	2 nets	1	1	Entangle, stun

TABLE 2-12: HEAVY WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
LASER									
Apocalypse beam, corona	8	9,500	3d6 F	60 ft.	Burn 1d6	40 charges	10	2	Line, sniper (150 ft.), unwieldy
Apocalypse beam, perihelion	14	75,000	7d6 F	60 ft.	Burn 2d6	80 charges	10	2	Line, sniper (200 ft.), unwieldy
Apocalypse beam, zenith	20	875,000	14d6 F	60 ft.	Burn 4d6	100 charges	20	2	Line, sniper (250 ft.), unwieldy
UNCATEGORIZED									
Rocket pauldron, tactical	5	3,000	1d10 B & F	80 ft.	Knockdown	6 mini-rockets	3	1	Explode (10 ft.), integrated[AR] (2 slots), unwieldy
Barrier cannon, sentry	6	4,300	–	15 ft.	–	40 charges	8	3	Blast, shield[AR] 1d12, unwieldy
Barrier cannon, defender	10	18,500	–	15 ft.	–	80 charges	16	3	Blast, shield[AR] 2d10, unwieldy

	Level	Price	Damage	Range	Critical	Capacity	Usage	Bulk	Special
Rocket pauldron, advanced	10	18,200	2d10 B & F	80 ft.	Knockdown	9 mini-rockets	3	1	Explode (10 ft.), integratedAR (2 slots), unwieldy
Barrier cannon, guardian	14	72,000	–	20 ft.	–	80 charges	16	3	Blast, shieldAR 3d12, unwieldy
Novus missile launcher	14	71,500	–	100 ft.	–	3 missiles	1	2	GuidedAR
Rocket pauldron, elite	15	108,000	4d10 B & F	80 ft.	Knockdown	12 mini-rockets	3	1	Explode (10 ft.), integratedAR (2 slots), unwieldy
Barrier cannon, warden	18	368,000	–	20 ft.	–	100 charges	25	3	Blast, shieldAR 5d12, unwieldy
Rocket pauldron, paragon	20	817,000	7d10 B & F	100 ft.	Knockdown	12 mini-rockets	3	1	Explode (10 ft.), integratedAR (2 slots), unwieldy

TABLE 2-13: SNIPER WEAPONS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
PROJECTILE									
Tagtech rifle, dazzler	1	400	1d8 P	60 ft.	Injection DC +2	1 dart	1	1	AuroraAR, injection, sniper (250 ft.), stun, unwieldy
Parapet rifle, tactical	4	2,350	1d10 E & P	80 ft.	Staggered	2 rounds	1	2	Buttressing, sniper (250 ft.), unwieldy
Tagtech rifle, vivifier	5	3,180	2d6 P	60 ft.	Injection DC +2	3 darts	1	1	AuroraAR, injection, sniper (250 ft.), stun, unwieldy
Parapet rifle, advanced	9	14,600	2d10 E & P	80 ft.	Staggered	4 rounds	1	2	Buttressing, sniper (500 ft.), unwieldy
Tagtech rifle, coruscator	11	25,750	5d6 P	60 ft.	Injection DC +2	5 darts	1	1	AuroraAR, injection, sniper (500 ft.), stun, unwieldy
Parapet rifle, elite	14	78,800	4d10 E & P	80 ft.	Staggered	4 rounds	1	2	Buttressing, sniper (750 ft.), unwieldy
Tagtech rifle, nova	17	265,000	11d6 P	60 ft.	Injection DC +2	5 darts	1	1	AuroraAR, injection, sniper (500 ft.), stun, unwieldy
Parapet rifle, paragon	19	610,000	9d10 E & P	80 ft.	Staggered	6 rounds	1	2	Buttressing, sniper (750 ft.), unwieldy

action. When used to fly, this burst grants you a +2 enhancement bonus to one Acrobatics check made to fly that round. When used to jump, this burst grants you an enhancement bonus to that Athletics check equal to the weapon's item level. When used to perform a bull rush, this burst grants you a +2 bonus to your attack roll.

Unbalancing

This weapon pushes foes off-balance. When you deal damage with this weapon, the target is flat-footed against the next attack that targets it before the start of your next turn. Anything that causes a critical hit to be treated as a normal hit, such as fortification or immunity to critical hits, grants immunity to this special property.

WEAPON DESCRIPTIONS

Statistics for these weapons appear in the corresponding table.

Apocalypse Beam

Defying lasers' reputation for pinpoint accuracy, an apocalypse beam is a portable artillery laser cannon that, when braced, carves furrows across landscapes and enemy formations alike.

Barrier Cannon

A scaled-up version of the shield projector (*Armory* 53), a barrier cannon blankets an area with deflective force, granting a short-lived force field to creatures within. These cannons are designed for officers in shock-trooper squads to shield their personnel from danger.

Blaze Scimitar

A blaze scimitar is made of a metallic alloy that wielders can heat to blistering temperatures. These golden blades glow bright orange when activated and shed light in a wide area when they strike. These weapons are commonly used by Sarenrae's faithful, as they represent the perfect fusion of their goddess's sacred weapon with technology capable of illuminating the darkest corners of the galaxy.

Boomknuckles

Covering the hand and held in place with a horizontal grip, a set of boomknuckles resembles a heavy gauntlet. The weapon projects bone-shattering blasts at its highest setting, though more controlled bursts allow a user to hurl themselves over distances with ease. These weapons are often favored by parkour enthusiasts who use them to project blasts downward to vault over obstacles or leap incredible distances, often to the dismay of security personnel in the area.

Chordpocalypse

Resembling an electric guitar or other technological stringed instrument, a chordpocalypse is a fully functional musical instrument designed to channel destructively musical blasts. A musician who attacks by building up to a devastating power chord

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can be just as deadly if they launch a nonstop acoustic barrage that overwhelms the target.

Crisis Wrench

This short staff ends in reconfigurable wrench-like prongs suited for operating on heavy machinery, sawing through debris, and incapacitating robots gone haywire. Each crisis wrench has specially fitted compartments along its length that stores an engineering kit (*Core Rulebook* 221), and all crisis wrenches other than the tinker-class model also house an engineering specialty tool kit selected when purchasing the weapon. These kits are included in the weapon's price and bulk.

Disintegrator SMG

The disintegrator submachine gun is a compact, power-hungry firearm designed to reduce anything in its path to sludge. The weapon is especially popular with unscrupulous mercenaries and Devourer cultists, who don't mind (or even celebrate) the collateral damage inflicted.

Nanite Pistol

These pistols were designed as extraction tools, providing disaster relief workers a reliable way to melt debris or disintegrate doors. Infamous for inflicting gruesome scars when used on living targets, nanite pistols have become a favored sidearm for the messiest of assassins.

Net Gun

This rifle fires compacted nyfiber nets (*Core Rulebook* 179) that unravel and entangle on contact with a target. The rifle's reloading mechanism operates slowly, requiring a full minute to feed, fold, and compress a deployed nyfiber net. The rarer bolt net gun includes a battery (capacity 20; usage 4) that electrifies fired nets, often knocking targets out cold. Attacks with either net gun target KAC.

Novus Missile Launcher

Designed for prolonged urban warfare, the novus missile launcher carries enough ordinance to demolish a small building. The weapon's internal hardware adheres a unique transceiver tag to each missile fired, allowing the wielder to indicate a target and steer the payload remotely to bypass obstacles.

Parapet Rifle

Designed by pahtra guerilla forces on Vesk-6, the parapet rifle enables long-range harassment while providing enhanced protection to its wielder against retaliation. These weapons often draw additional scrutiny within the Veskarium thanks to the number of lives lost to hit-and-run tactics.

Polarity Wire

This gauntlet houses coiled wire tipped with a sturdy needle. When triggered, the gauntlet launches the needle toward a target, channeling a deadly shock along the wire a split second later.
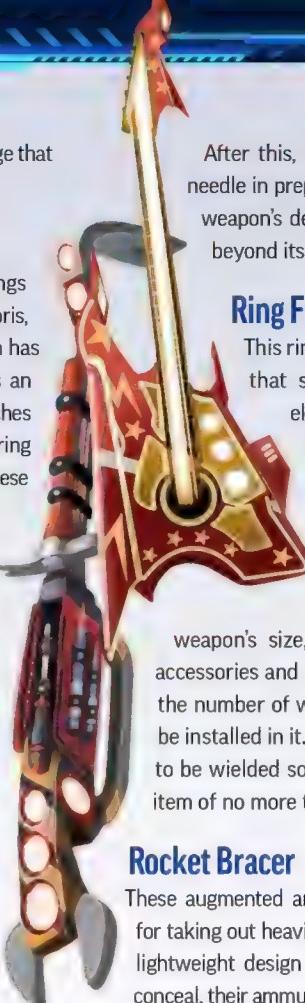
After this, the gauntlet rapidly recoils the tethered needle in preparation for additional attacks. Due to the weapon's design, a polarity wire can't attack targets beyond its first range increment.

Ring Fire

This ring is threaded with a tiny null-space track that stores a single bullet. When activated, electromagnetic force within the null-space accelerates the bullet along the track before expelling it with extreme speed. The null space firing mechanism creates very little sound, functioning as though the weapon had a *silencer* accessory (*Armory* 61). Due to the weapon's size, it can't be fitted with any additional accessories and uses only half its item level to determine the number of weapon fusions and fusion seals that can be installed in it. A ring fire worn on a finger is considered to be wielded so long as that hand is free or carrying an item of no more than light bulk.

Rocket Bracer

These augmented armguards house several rockets designed for taking out heavily armored targets. Although the compact, lightweight design makes these weapons relatively easy to conceal, their ammunition's explosive payload makes the bracer anything but subtle.

Rocket Pauldron

This shoulder protector houses an array of deadly munitions. When activated, the pauldron provides its wearer a momentary heads-up display, using the wearer's eye movements to establish a target and preprogrammed facial or verbal cues to fire a salvo of rockets at the unlucky recipient.

Shield Rifle

These firearms rely on electromagnetic firing mechanisms similar to railguns, though shield rifles' design and thinner protective housing cause the weapons to practically bleed energy. Although only faintly visible in isolation, the electrical discharges from entire platoons wielding shield rifles can illuminate their surroundings with haunting light.

Tagtech Rifle

Commissioned by Castrovellian game wardens and adopted by bounty hunters, tagtech rifles are designed to sedate distant fauna while illuminating their bodies to ensure the helpless creatures don't disappear into the foliage. A nonlethal setting encapsulates darts in a kinetic buffer that dissipates much of their force while still allowing the weapon to deliver injections.

Uppercut SMG

Dozens of new submachine gun models hit the market every year, yet few have matched the intersection of affordability and reliability achieved by the uppercut SMG.

TECH RELICS

Relics of fallen civilizations, alternate timelines, or cultures vanished in the Gap are scattered throughout the galaxy, awaiting rediscovery. Each tech relic is indeed a lucky find, for they can't normally be recreated with modern technological or even magical means. Their very construction often defies foundational principles of modern science.

Relics of ancient kishalee and sivv civilizations can be found in *Starfinder Adventure Path #5: The Thirteenth Gate* and *Starfinder Adventure Path #33: Dominion's End*, respectively.

RELICS OVERVIEW

Relics are rare, lost technologies less powerful than artifacts. They might be weapons, armor, or any other kind of equipment, but they can't be crafted in a usual manner and are thus always special. Although relics have unusual abilities, each relic has a level—just like other equipment—to give a sense of its relative power and to indicate when it's appropriate to introduce a relic in a campaign.

Relics frequently spur adventures. As relics can be of any level, they can appear in adventures designed for PCs that are starting characters or veteran heroes. The PCs might hear rumors of an unusual and possibly unique piece of equipment, prompting them to brave mysterious ruins or contend with cutthroat treasure-seekers to claim the relic as their prize. The PCs might have an enigmatic relic fall into their laps while completing some other task and undertake a new mission to find out what it is, how it works, or how to activate it. A patron might offer a relic as a reward, though an honest one will typically admit the relic might prove more powerful—or more dangerous—than it appears. A cache of relics makes a good hoard for an inscrutable, ancient, or time-displaced villain.

Relics are often unreliable. While PCs might learn some basics of a relic's function by trial and error, the relic might work differently under variable conditions (such as when on another plane or used by certain creatures), glitch unexpectedly, or carry some unexpected detriment. Relics often use rare ammunition or batteries that can only be recharged under specific (and often unusual) circumstances; a relic with this type of limitation indicates this in its description. The GM can include other relic quirks or restrictions to keep the players on their toes, but be aware that such glitches might make the PCs regret having worked to collect such an unusual item in the first place!

The relics presented here are predominantly technological in their function, but they have such strange abilities that they might feel more like magic to the players. All relics, whatever their type, have the following rule.

Relic: A relic can be sold for 100% of the item's price, like trade goods. A relic can't be crafted without a specific (often long-lost) formula, and doing so often requires difficult-to-acquire materials. Even then, it's rarely possible to recreate more than a few relics before expending the materials, depleting the required tools, or irrevocably warping the blueprints. A relic that becomes understood well enough to be reproduced, standardized, and mass-marketed might lose its relic status.

WEAPON RELICS

Weapon relics are abstruse devices discovered under mysterious circumstances. Unlike normal weapons, relic weapons don't come fully loaded with ammunition unless noted, or unless they have some other indicated reloading method. They're all treated as uncategorized weapons and are prone to unexpected backlash: on any attack roll of a natural 1, the user must succeed at a Reflex save (DC = 15 + 1-1/2 the weapon's level) or else the weapon deals damage to the user rather than the target. (Alternately, relics might use critical fumbles, from the *Starfinder Critical Fumble Deck*, even if those rules aren't otherwise used in a campaign).

Digitizer Weapons

These usually gaudy weapons likely manifested within some virtual reality or were created by cultures locked in digital simulations. Digitizer weapons use standard batteries and insistently announce (sometimes in long-forgotten languages) that they require more ammunition whenever the battery is reduced below 20% its total capacity.

Fractal Weapons

These graceful weapons have an infinitely repeating shape that grows smaller and smaller at its edges. This constant reshaping creates a sawing effect, enabling the blades to cut through nearly any substance.

Critical Hit Effects

Some relics use the following critical hit effects (*Core Rulebook* 181–182).

Digitize

Weapons with the digitize special property convert targets into raw data. A target hit by a weapon with this property must succeed at a Will save (DC = 10 + 1/2 the item's level + your

TABLE 2-14: ADVANCED MELEE WEAPONS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	CRITICAL	BULK	SPECIAL
Fractal hook, static	12	32,000	4d12 S	embed[AR] 4d4	L	Analog, penetrating, unwieldy
Fractal hook, dynamic	18	360,000	9d12 S	embed[AR] 8d4	L	Analog, penetrating, unwieldy

TABLE 2-15: SMALL ARMS

ONE-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Digitizer pistol, silver	7	6,000	2d4 So	40 ft.	digitize 1d6	40 charges	2	L	Bright, professional[AR] (vidgamer)
Digitizer pistol, gold	13	46,000	5d4 So	40 ft.	digitize 2d6	80 charges	4	L	Bright, professional[AR] (vidgamer)
Digitizer pistol, holofoil	19	580,000	10d4 So	40 ft.	digitize 4d6	100 charges	5	L	Bright, professional[AR] (vidgamer)

TABLE 2-16: LONGARMS

TWO-HANDED WEAPONS	LEVEL	PRICE	DAMAGE	RANGE	CRITICAL	CAPACITY	USAGE	BULK	SPECIAL
Digitizer rifle, silver	8	8,000	2d8 So	80 ft.	digitize 1d8	40 charges	2	1	Bright, professional[AR] (vidgamer)
Digitizer rifle, gold	14	65,000	5d8 So	80 ft.	digitize 2d8	80 charges	4	1	Bright, professional[AR] (vidgamer)
Digitizer rifle, holofoil	20	900,000	10d8 So	160 ft.	digitize 4d8	100 charges	5	1	Bright, professional[AR] (vidgamer)

Intelligence modifier) or begin breaking down with blips of sound, taking the listed amount of sonic damage every round until the target succeeds at a Will save to end the damage. This functions as the burning condition, except as noted. The ongoing damage also ends if the target succeeds at a Computers check (same DC as the Will save) as a standard action.

TECHNOLOGICAL ITEM RELICS

The following tech relics are bizarre inventions with functions so strange as to seem outright magical.

DRIFT GAUNTLET   LEVEL 20

PRICE 850,000   **BULK** L

Ancient relics with connections to the Drift appear from time to time, though it's unknown if this means the Drift is very old, or if these devices were once connected to some other demiplane that no longer exists. A Drift gauntlet is a six-fingered glove of articulated adamantine plates with four knuckles on each finger, readily wearable on any hand-like appendage, regardless of handedness. When you put on a Drift gauntlet, your hand painlessly transforms to fit its interior, giving you six four-knuckled fingers until the next time you take an 8-hour rest, when your hand regains its normal configuration. A creature must put on a Drift gauntlet willingly; it simply doesn't fit over the hand of an unwilling creature.

The Drift gauntlet can't enter the Drift; if you're on a starship that engages its Drift engine while you're wearing it, you and the gauntlet get left behind. Once per day, you can grasp a creature or object with the Drift gauntlet and force it into the Drift. A creature can avoid this fate with a successful Will save (DC = 20 + your key ability score modifier); otherwise, it's cast into the Drift and must find its own means of escape. An unattended object you grasp is automatically forced into the Drift as long as it fits within a 10-foot cube. If you use this ability on a starship's Drift engine while the engine is activating, the trip takes its minimal amount of time in the Drift (treat each d6 rolled for travel time as 1) as it's hurled through that plane—but you're still left behind.

EXPLOSION INHIBITOR   LEVEL 14

PRICE 75,000   **BULK** 1

CAPACITY 10   **USAGE** 1/round

This 8-inch bronze ovoid has a single round button on its wide end. Activating the device is a swift action. For 1 round, the skin of the ovoid heaves and roils in waves that seem to be constantly falling in toward the ovoid and never rising out of it, yet the ovoid remains the same size. When an explosion or a weapon with the explode special property detonates within 30 feet of the explosion inhibitor, its explosion radius is halved (rounded down to the nearest increment of 5 feet, minimum radius of 5 feet). An explosion inhibitor can't be harmed by explosives or weapons with the explode special property, regardless of the type of damage the explosion deals. An explosion inhibitor's internal battery can't be recharged by ordinary means, but when it's within an explosion that deals at least 50 damage, it regains 1d6 charges, to a maximum of 10.

FEELINGS LOCKBOX   LEVEL 11

PRICE 24,000   **BULK** L

This lacquered box has no hinges or lid; instead, a clear window displays its empty interior, next to which is a toggle switch marked "unlock" and "lock." Despite these labels, the box doesn't open. The toggle is difficult to move, so switching it is a standard action. When you switch the toggle to "lock," you can spend 1 Resolve Point to draw your emotions into the box, causing a ghostly image of your face to swirl within it. You experience virtually no emotion while your feelings are locked within; you can't benefit

a minute interacting with an organization member, you can attempt a DC 25 Culture check. On a success, you learn enough for the fitting jacket to attune its emissions to that organization. Rank-and-file members of the organization have a starting attitude of indifferent toward you; to them, you appear to be wearing the appropriate uniform, have the appropriate credentials, and so on, even though you can't detect those details. The jacket can't make you appear as any specific individual, but you gain a +10 circumstance bonus to Disguise checks to appear as a member of the chosen organization. If you fail the Culture check, the jacket can't attune to that organization for 24 hours.

A fitting jacket can only be attuned to one organization at a time. Successfully attuning it to a new organization causes it to lose its attunement to the prior organization.

HUSHING WIRE
LEVEL 7

PRICE 7,000 **BULK** –

This spool of monofilament wire is wrapped around a statuette of a stylized hand with an upraised index finger. The wire attaches to the base of the statuette and measures 20 feet long. You can only wrap the wire around a helpless, pinned, or willing creature that is Huge or smaller as a standard action. Once bound, the target has the entangled condition and can't speak or make any other noise, even by knocking or slamming into objects. The first time each turn it attempts to do so, the hushing wire contracts around it, dealing the target 4d4 slashing damage. Another creature can unwind the wire as a full action to free the target; otherwise, the target must succeed at a DC 30 Acrobatics check to free itself.

IMPOSTER DRONE
LEVEL 6

PRICE 4,500 **BULK** 12
CAPACITY 100 **USAGE** 1/hour

This robot is a Medium remote drone designed to mimic its controller. Each has the shape of a lumpy, melted humanoid made of soft metal with a maker's stamp reading "Balalaika Industries" and a model number. This corporation doesn't exist in any registry, leading to assumptions that these drones were created by a company that arose and vanished during the Gap, or else were sent into this galaxy from an alternate timeline. A socket in the back of the drone's head stores a remote-control pad with which you can operate it as if you were a 1st-level mechanic. An imposter drone has the same statistics as the combat drone of a 1st-level mechanic, except it has the camera, enhanced senses, hardened AI, and manipulator arms mods rather than a combat drone's normal initial mods. It doesn't gain any feats or other mods and it can't make any attacks. Its skill unit is Perception and it understands Common.

When you activate the imposter drone, its features flow and shift until it looks like an exact duplicate of you. It becomes Small if you are Small or smaller and remains Medium if you are Medium or larger. It has a +15 modifier to Disguise checks to appear as you, although it gains no bonus against tactile examination since it still feels like soft metal. The imposter drone gains the ability to speak Common in your voice, though it's incapable of forming any speech that isn't phrased as a question and has a tendency to repeat questions multiple times, even when given a satisfactory answer. It returns to its normal, half-melted form when it runs out of charges or when you cease controlling it.

from morale bonuses, and you roll twice for saving throws against emotion, fear, mind-affecting, and pain effects, taking the higher result. If the higher result succeeds but the lower result fails, your image in the box visibly displays the effect, such as grimacing in pain, and the box gains an Emotion Point. You can't be detected by blindsight (emotion) or blindsense (emotion) while your emotions are in the feelings lockbox, but the box is detectable.

When the switch is flipped to "unlock," you immediately recover your emotions in a powerful rush, no matter your distance from the box or even if the box is on another plane. The switch flips back on its own after 24 hours, or as soon as the box gains 4 Emotion Points. Unlocking your emotions resets the box's Emotion Points to 0 and gives you a penalty to your Will saving throws equal to the number of Emotion Points that were in the box. Every 24 hours, this penalty is reduced by 1, although powerful effects such as *miracle*, *psychic surgery*, and *wish* can eliminate the penalty prematurely. While you have this penalty, you can't activate a feelings lockbox.

FITTING JACKET
LEVEL 7

PRICE 7,000 **BULK** L

This ordinary gray suit jacket automatically tailors itself to fit your body, but it can't be worn with heavy or powered armor. It contains miniscule pheromone emitters and holo-psychic transmitters to help you fit in as an ordinary member of any fairly large organization where the members don't all know one another well, like a mercenary company or employees in a corporate office. Generally, any organization with at least 50 members qualifies, but the GM makes the final decision. When you spend at least

TECH REVOLUTION

2

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MECHS

A GALAXY
OF TECH

An imposter drone uses standard batteries, but the batteries must be heated until they're partially melted before they can power the drone, making them unusable for any other purpose.

PASSTHROUGH CLOAK
LEVEL 11

PRICE 25,000   **BULK** L
CAPACITY 5   **USAGE** 1/round

Created with sivv quantum manipulation technology, a passthrough cloak has several large, flat pads entangled with each other on a quantum level. When you activate the passthrough cloak, anything that contacts one of the pads immediately exits from a corresponding pad on the cloak's far side without having traveled through your space. Creatures making attacks through your square don't count the space you occupy toward their range or reach. While the cloak is active, you benefit from a 20% miss chance as if you had concealment, but you can't use this concealment to hide. An attack that misses you due to this miss chance continues through your space and might affect a creature adjacent to you and opposite the direction of the incoming attack; the attacker rerolls the attack roll against the new target, and you don't provide cover for this attack. Effects that block dimensional travel prevent the passthrough cloak from functioning.

A passthrough cloak can't be recharged normally. When placed in an extradimensional space for at least 24 hours, it recovers all its charges.

SOUL CAMERA
LEVEL 5

PRICE 4,500   **HANDS** 1   **BULK** 1
CAPACITY 20   **USAGE** 1/minute

This boxy, antiquated video camera (*Armory* 107) requires one hand to use and can see whatever an ordinary human could see. It can only be activated to record or play video. When activated to record, it records what it sees for its full capacity of 5 minutes onto an internal, solid-state data card. It stops recording automatically at the end of the 5 minutes and can't be shut off prematurely. While you're recording video with the soul camera, you can identify a single creature you can see in the recording (even one only seen momentarily or at a distance) as the subject.

When you activate the camera to play, the subject you designated, if any, appears smudged and grainy, even though the rest of the video is clear. If you play the full 5-minute video, when it concludes the subject feels an indefinable unease and must attempt a DC 15 Will save or take a –1 penalty to Intelligence-, Wisdom-, and Charisma-based skill checks as a portion of its essence becomes trapped within the camera. The subject must attempt this saving throw no matter where it is in relation to the camera, so long as it's on the same plane. It must attempt this saving throw each time you replay the full video, increasing its penalty by 1 for each failed saving throw (to a maximum of –4). Nonmagical means can't remove this penalty, but *remove affliction* or similar spells can.

The recorded video is erased from the camera if the subject succeeds at the Will save or 1 hour after it was recorded, whichever comes first. The camera also erases its video if you activate it to record again. When the video is erased, the subject's essence returns and its penalties end.

A soul camera uses ordinary batteries.
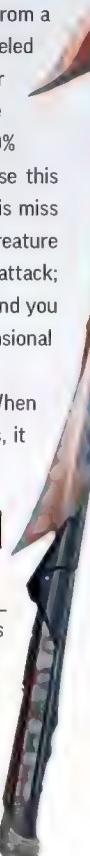
QUIRKS

A tech relic might have any of the following quirks, either randomly determined or specifically chosen.

1. **Burbling:** The speech of anyone holding the relic becomes impossible to understand.
2. **Crystalline:** The relic and anyone holding it take double damage from sonic damage.
3. **Fastidious:** The relic and anyone holding it look clean, spotless, and new.
4. **Floating:** The relic can't rest upon a surface, always hovering and slowly drifting away wherever it's set down.
5. **Keening:** A mournful wail surrounds the relic unless it's tightly wrapped up.
6. **Marked:** Anyone looking at the relic sees a maker's mark or property tag bearing the viewer's own name.
7. **Menacing:** Bystanders feel the relic is ineffably ominous.
8. **Painful:** The relic decreases the user's pain threshold, imposing a –4 penalty to saving throws against pain effects.
9. **Predictive:** The relic often finishes the user's sentences in the user's voice.
10. **Restless:** The relic occasionally teleports itself 5–50 feet in a random direction when not carried or worn.
11. **Shedding:** The relic periodically sheds a shell that resembles its exterior, but the item never gets any smaller as a result.
12. **Wasting:** Any creature holding the relic seems unhealthy or dilapidated, taking a –2 penalty to saves against afflictions.

TIME-PIT BOOTS
LEVEL 11

PRICE 25,000   **BULK** 1
CAPACITY 5   **USAGE** 1/use

These unwieldy metal boots resemble those used in primitive space suits, though they don't impede your movement while worn. You must be standing on the ground when you activate the time-pit boots, and you can't activate them in zero-g. Upon activating the boots, a rift in the fabric of time opens beneath your feet and sucks you in. The rift closes immediately behind you, and you can't take any other creatures with you. You cease to exist for 1d4 rounds as you fall though time; you are undetectable and can't be affected by any creature. You can't take actions during this time, as it passes instantaneously for you. You're then expelled through a momentary rift that appears above the space you occupied when you activated the boots (or the nearest random open space, if your original space is now occupied). You're treated as having fallen 50 feet for every round you were gone, although if you can fly or otherwise mitigate the falling damage, you land uninjured.

Time-pit boots can't be recharged normally. When worn by a creature under a *haste* effect countered by *slow*, or under a *slow* effect countered by *haste*, the boots latch onto the slight temporal displacement to begin recharging. They can't be used for 24 hours, but recover all their charges at the end of that period.

DEMOLITIONS

With some basic knowhow, any adventurer can tape a grenade to a wall and detonate it with middling effect. However, only a patient demolitionist with the proper training can blow the lid off a crate without scratching the contents, collapse a bridge at an opportune moment, or vaporize a wall to launch a devastating surprise attack.

The *Starfinder Core Rulebook* lays out basic rules for arming and activating explosives on pages 141 and 218, though the installation speed and grenade payload better represent an anti-personnel trap than one meant to inflict structural damage. Even a typical door's hardness and Hit Points are enough to withstand most grenades, making the ordnance required to break a door fairly cost-prohibitive. Anyone who wants to inflict property damage, such as to a door or wall, is better off using the optional demolitions system presented here, along with the expanded rules for the assess stability task of the Engineering skill found in the sidebar on page 69.

DEMOLITIONS

You can use Engineering to arm explosive charges (page 69) that you can trigger later with a detonator (*Core Rulebook* 218). Applying an explosive charge to a surface typically takes 1 minute, plus 1 minute to program its detonator; this is the primary charge. You can also apply up to five secondary charges to the surface; this takes an additional minute per charge, and each secondary charge must be the same type and mark as the primary charge. After you set the charges, the GM rolls your Engineering check in secret, so you're not sure how effective your explosive charges are. You gain a circumstance bonus to your Engineering check based on your primary explosive charge's mark, and the bonus increases by 2 for each secondary charge applied to the surface. The total result can't exceed the primary charge's Maximum Result (see Table 2–17: Explosive Charges on this page). The Engineering check DC to disable this explosive is equal to the result of this Engineering check minus the bonuses from secondary charges.

When you activate the detonator, the charges explode; this functions as a Strength check to break the structure (*Core Rulebook* 409) that uses your Engineering check's result in place of the Strength roll. If the check is successful, the explosion breaks apart the structure, allowing movement through its space and preventing it from being closed again (such as for a door). On a success, the explosion also causes collateral damage, dealing fire and piercing damage equal to twice the explosive charge's mark to all creatures and objects adjacent to the structure (Reflex for half) and filling the damaged area with dust and smoke that grants concealment for 1 round. For every 5 by which the Engineering check exceeds the break DC, the damaging explosion's radius increases by 5 feet (to a maximum of 5 additional feet × the charge's mark) and its damage increases by an amount equal to the explosive charge's mark. The total collateral damage can't exceed the structure's break DC.

If you fail the check by 10 or more, the explosion doesn't harm the structure. If you fail the check by 9 or less, the explosion deals 3d6 bludgeoning damage plus an additional 1d6 damage for every 2 item levels of the primary explosive charge (rounded up) to the structure; if the demolitions included secondary charges, each one increases the damage by 1d6 (or 2d6 if the secondary charges' item levels are 10 or higher). If you fail the check by 4 or less, this damage also ignores half the structure's hardness.

Controlled Explosion: When applying explosive charges, you can take a –4 penalty to your Engineering check to limit the subsequent damage, allowing for precise explosions. Choose a number. If your Engineering check result when setting explosive charges exceeds this number, the result is instead reduced to this number.

Embedded Charges: Through a combination of careful calculation and drilling holes in the surface to accommodate charges, you can maximize an explosion's destructive potential. This process takes 10 minutes per charge, 5 minutes per charge of which requires the use of a laser torch (*Starfinder Armory* 105). As you finish setting the charges, attempt an Engineering check (DC = 10 + 1-1/2 × the primary charge's item level). If you succeed

TABLE 2-17: EXPLOSIVE CHARGES

NAME	LEVEL	PRICE	MAXIMUM RESULT	BULK
Breaching charge, mk 1	1	35	25	L
Havoc charge, mk 1	2	130	20	L
Infiltration charge, mk 1	2	115	20	L
Breaching charge, mk 2	4	300	30	L
Havoc charge, mk 2	5	430	25	L
Infiltration charge, mk 2	5	415	25	L
Breaching charge, mk 3	7	860	35	L
Havoc charge, mk 3	8	1,325	30	L
Infiltration charge, mk 3	8	1,300	30	L
Breaching charge, mk 4	10	2,575	40	L
Havoc charge, mk 4	11	3,600	35	L
Infiltration charge, mk 4	11	3,500	35	L
Breaching charge, mk 5	13	7,100	50	L
Havoc charge, mk 5	14	10,300	45	L
Infiltration charge, mk 5	14	9,800	45	L
Breaching charge, mk 6	16	23,000	60	L
Havoc charge, mk 6	17	35,000	55	L
Infiltration charge, mk 6	17	34,000	55	L
Breaching charge, mk 7	19	76,000	70	L
Havoc charge, mk 7	20	118,000	65	L
Infiltration charge, mk 7	20	115,000	65	L

and all charges used in an explosion are embedded in this way, apply a +2 circumstance bonus to the demolition's Engineering check; the explosive charges' maximum result increases by 5.

Quick Demolitions: You can halve the time it takes to apply explosive charges, but doing so applies a −5 penalty to your Engineering check to determine the explosion's result.

Special: Abilities and effects that allow you to increase the rate at which you arm explosives also apply to the demolitions task. If you have an ability that reduces the time required for a specific action (such as the demolition expert envoy expertise talent, *Armory* 145), you can take that action to arm a single charge.

EXPLOSIVE CHARGES

Explosive charges are tools designed for careful installation and detonation. They can be thrown as improvised weapons with the explode (5 ft.) weapon special property and a range increment of 10 feet, dealing damage equal to their item levels.

Breaching Charge

This explosive charge releases a concentrated blast that shatters most obstacles efficiently.

Havoc Charge

This explosive creates devastating shockwaves that fling debris and white-hot heat to damage structures and bystanders alike. Treat the result of any Engineering check as 10 higher for the purpose of determining whether a havoc charge causes collateral damage; as a result, a havoc charge can cause collateral damage even if the Engineering check is not high enough to damage or outright destroy the target structure. Treat the result of any Engineering check as 10 higher for the purpose of calculating the damage and size of any collateral damage effect, and increase maximum damage the collateral blast can deal to twice the structure's break DC.

Infiltration Charge

This ordinance relies on fast-acting chemical agents to corrode an object before delivering a quiet burst of concussive force. Noticing an infiltration charge's detonation requires a successful DC 10 Perception check, though circumstances such as distance and intervening obstacles could significantly increase or decrease the DC.

TECHNOLOGICAL GEAR

Demolitions experts can find other uses for their explosive charges—given they have the right equipment.

PROXIMITY SWITCH		LEVELS 1-17
BULK L		
MODEL	LEVEL	PRICE
mk 1	1	80
mk 2	5	2,250
mk 3	11	20,000
mk 4	17	190,000

This single-use device turns an explosive charge into a trap, triggering when it senses nearby motion. When arming a primary explosive charge while performing demolitions, you can install a

ASSESS STABILITY (ENGINEERING)

The following expands on the assess stability task on page 141 of the *Core Rulebook*, adding the ability to evaluate a structure. To do so, you must be within 30 feet of the structure and able to perceive it with a precise sense, or you must have access to detailed schematics. The base DC of this check is 15, modified by any circumstances such as the structure's complexity or structure. If you succeed, you determine one of the following statistics, plus an additional statistic for every 5 by which you exceed the DC: the structure's break DC, its hardness, or its Hit Points. If you fail the check, you can retry it after 24 hours.

proximity switch into the explosive charge instead of programming a detonator to activate the charge. As a standard action, you can arm a proximity switch with a 1-minute countdown. An armed switch observes its surroundings with blindsight (vibration), automatically attempting Perception checks (with a bonus equal to 8 × its mk) to detect anything moving within 5 feet. If the device detects movement from a Tiny or larger creature or object, it detonates its explosive charges and is destroyed in the process. A proximity switch can be disabled as if it were a trap, triggering if the Engineering check fails by 5 or more.

DYNAMIC HACKING

In a technological multiverse, digital infiltration can outclass other methods, such as brute force, easily. This article builds on the existing Starfinder rules for hacking, creating a compatible, engaging subsystem that can include an entire party. Use traditional Computers checks for simple, low-pressure situations and employ this subsystem for more interactive hacking encounters—all in the same campaign!

Hacking in the *Core Rulebook* is straightforward, requiring just a Computers check to access a secured system and avoid countermeasures, sometimes with an additional Computers check to overcome the occasional fake shell or firewall.

Dynamic hacking involves three key differences. First, a hacking encounter spans multiple phases, during which the hacker can pursue various objectives. Second, a hacker splits their Computers skill into several specializations (Deceive, Hack, and Process), used in place of the Computers modifier during the encounter. Finally, multiple hackers can contribute to dynamic hacking—even PCs with limited technical skills.

Dynamic hacking functions with existing rules and encounters with minimal adaptation. Rules and guidelines for using this system with existing character options appear on page 73.

COMPUTERS SUBSKILLS

In dynamic hacking, the Computers skill is broken into three subskills used for various tasks: Deceive, Hack, and Process. **Deceive** represents your ability to hide or misrepresent your identity to avoid detection, confound foes, and trick your way past safeguards. **Hack** represents your prowess to manipulate programs, exploit vulnerabilities, and brute-force your way into a computer's files. **Process** represents your ability to identify threats and opportunities, as well as change, sustain, defend, or repair your own programs. Your modifier for each of these subskills equals your Computers skill modifier, plus any modifiers based on how you configure your hacking persona (see below).

DIGITAL PERSONA

While hacking into a computer, you navigate and manipulate its systems through a persona, which is your anchor in that digital world. The persona's simply a bundle of code through which you act, though you can give it a sensory signature that others perceive when interacting with it. However, your persona is also a target through which others can attack you, track your location, and expel you from the digital space.

Persona Health: Countermeasures might attack your persona, degrading its performance or even using the persona to attack you and your equipment more directly. Your persona's overall health is measured by Connection Points (CP), with lost CP representing damage that impairs performance and connectivity. Your digital persona has a maximum number of CP equal to 12 + 2 × your Computers ranks. You can restore lost CP with the repair action (page 72), and you replenish all lost CP when you spend 1 Resolve Point and take 10 minutes to recover Stamina Points.

Your persona malfunctions as it loses CP. When your persona's current CP is at or below 75% of its maximum, randomly select one of your three Computers subskills and apply a –2 penalty to your checks with that subskill. When your persona's CP is at or below 50% of its maximum, apply that –2 penalty to your checks with the other two subskills. Increase the penalty to –3 when your persona's CP falls to or below 25% of its maximum.

If its CP total ever drops to 0, your persona disintegrates, and you and any support hackers linked to your persona are immediately ejected from the encounter and can't rejoin until you've restored your persona's current CP to 1 or higher.

Configuring a Persona: When you begin a hacking encounter, you configure your persona, assigning a circumstance modifier between –3 and +3 to each of the three subskills: Deceive, Hack, and Process. The sum of these modifiers can't exceed your number of Computers ranks divided by 3. If you have your own computer (*Core Rulebook* 213), you can harness its power to enhance your persona, in which case the three circumstance modifiers' sum above can't exceed your computer's tier.

In addition, you decide whether your persona will act independently or will aid an allied hacker's persona, establishing whether you are a lead hacker or support hacker.

Lead Hacker: This hacker can perform a major action and a minor action during each phase (action types appear on page 72). In turn, they are vulnerable to countermeasures' effects. At least one lead hacker must be present to begin a hacking encounter, and any number of lead hackers can participate.

Support Hacker: This hacker's persona is connected to that of an allied lead hacker. Support hackers are rarely affected directly by countermeasures and can make greater use of non-Computers skills, but they can perform only one minor action each turn. If their lead hacker leaves the encounter, any connected support hackers also leave the encounter.

BEGINNING AND ENDING THE ENCOUNTER

A hacking encounter begins when one or more users access a secured computer by either directly accessing the computer's user interface (like a terminal), physically accessing a computer using a hacking kit, or attempting to break into the computer through an infosphere or similar network. Once they begin, the hackers typically work against a timer, as most countermeasures have countdowns that represent how quickly they react to intruders.

The encounter continues so long as at least one hacker accesses the computer; however, a GM might end the encounter once a hacker has secured root access or resolved all countermeasures, either of which ends the encounter's remaining threat.

Hacking Phases

Much like physical combat, dynamic hacking takes place in phases, during which hackers and automated defenses take turns acting within a digital space. The hackers always act first in a phase, after which the computer's defenses resolve any of their effects. Each phase, hackers can perform an assortment of actions, including major actions that cause substantial effects and minor actions that focus more on observation, commands, and support. Any lead hacker can perform one major action and one minor action per turn, whereas a support hacker can perform only a minor action per turn.

Bonus Actions: At the start of their turn, a hacker can choose to perform additional actions. A lead hacker can choose to take up to three additional major actions during their turn, but they take a cumulative –5 penalty to all skill checks they attempt during their turn for each additional major action taken. A support hacker can choose to take a major action instead of a minor action by spending 1 Resolve Point.

HACKING OBJECTIVES

Objectives represent a combination of goals and obstacles that a hacker overcomes during a hacking encounter. An encounter typically begins with several objectives, and additional objectives appear over the course of the encounter. These objectives are divided into three categories based on their lead function, and sample objectives appear on page 73.

Countermeasures: These objectives represent deliberate defenses that pose some risk to hackers. They range from alarms and contingent computer viruses to live counterhackers attempting to stymie intruders.

Modules: These objectives are programs that typically have value to the hackers—and are usually the reason for hacking in the first place—such as command modules that control doors or data modules that contain valuable intelligence.

Nodes: These objectives are figurative branches within the computer that provide access to other objectives beyond. Reaching modules often requires traversing one or more nodes.

Objective Statistics

Objectives typically include a name, a description, and the following.

Check DC: This is the base DC of skill checks for interacting with this obstacle. An obstacle's check DC equals either 15 + 1-1/2 × the encounter's CR or 15 + 3 × the computer's tier. Specific checks and actions often include modifiers that adjust this value.

Resolve: This lists the way or ways a hacker might overcome the objective. A Resolve entry lists the checks required, the number of successes required for each check, and any modifier to the base DC for those checks. For example, an obstacle with a Check DC of 18 that lists Hack (DC + 0, 2 successes) and Process (DC – 2, 1 success) as its Resolve entry requires two successful DC 18 Hack checks and one successful DC 16 Process check to overcome.

Support: This lists any alternate skills a hacker can use when performing the aid action to assist another hacker in overcoming the obstacle.

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Countdown: This is a timer that triggers special conditions after a certain number of phases, listed in parentheses; some obstacles' Countdowns are rolled randomly when the obstacle appears. At the end of each hacking phase, reduce this number by 1. If the number is ever reduced to 0, the listed effect occurs.

Success: This is any special effect that happens once the objective has been resolved.

Special: This is any additional effect the obstacle creates.

HACKING ACTIONS

The following are common actions used in dynamic hacking encounters. At the GM's discretion, a hacker might be able to perform actions other than these.

Aid (Minor)

You run programs, review diagnostics, or look for weaknesses that help your lead hacker with an upcoming task.

Check: Choose one action that a lead hacker will attempt this phase. Attempt the same check, but the DC of your check instead equals 10 or the obstacle's base DC – 10, whichever is higher. If the obstacle lists additional skills in its Support entry, you can attempt a check with one of those skills in place of the skill typically used for the action.

Success: The lead hacker gains a +2 bonus to their check to perform that action if they do so before the end of the phase. The bonus increases to +3 if you exceed the DC by 5–9, and increases to +4 if you exceed the DC by 10 or more. A lead hacker can't gain more than a +4 bonus to any one check from the aid action, even if aided by multiple allies.

Special: You can't use this action to grant a bonus to one of your own actions.

Assess (Minor)

You study an obstacle to understand its features.

Check: Process + 0

Success: You learn the Resolve, Support, Countdown (including the current countdown value), Success, and Special entries for the obstacle. You gain a +1 circumstance bonus to checks to resolve the obstacle for 3 phases. If you exceed the DC by 5 or more, you also identify whether the obstacle has any hidden countermeasures, such as a data bomb or fake shell.

Blend (Major)

You camouflage your persona and conceal signs of your activity.

Check: Deceive + 0

Success: You increase the countdown of all objectives by 1. If you exceed the check's DC by 5 or more, you can choose one objective and instead increase its countdown by 1d3.

Decoy (Major)

You create a fake persona that confounds countermeasures.

Check: Deceive + 0

Success: You create a convincing decoy that lasts until the end of the encounter. When a countermeasure would affect your persona, it has an equal chance of affecting your persona or one of your decoys (such as a 1 in 3 chance of affecting your persona if you have two decoys). Once a countermeasure affects a decoy,

that decoy is destroyed with no effect. Countermeasures that do not target a persona (such as wipe) ignore decoys.

Special: Each time you successfully create a decoy, the DC to create additional decoys increases by 4.

Modify (Major)

You change a vulnerable program's functions. This action has a wide range of applications, from deleting a program or changing a module's data to building or installing a contingent virus.

Check: The check varies by the task, determined by the GM. Destroying or destabilizing programs typically requires a Hack check, whereas forging data or installing a backdoor typically requires a Deceive check. Simple tasks might reduce the DC by up to 5, whereas very complicated tasks might increase the DC by up to 5. Some tasks are so vast in scope that they require hours or more—beyond the scope of most hacking encounters.

Success: You successfully perform the action.

Recalibrate (Major)

You adjust your persona's subskills for new tasks.

Check: Process – 2

Success: Reassign the circumstance modifiers you applied when configuring your persona at the beginning of the encounter, setting each modifier between –3 and +3 so long as their sum does not exceed the value allowed by your computer or number of Computers ranks (page 70).

Repair (Major)

You restore damage sustained by your persona or that of an ally.

Check: Process – 5

Success: You restore a number of the persona's lost CP equal to 1d6 + half your ranks in Computers, Engineering, or Medicine (whichever is highest). If your check exceeds the DC by 5 or more, increase the CP recovered to 1d6 + your ranks in Computers, Engineering, or Medicine (whichever is highest).

Resolve (Major)

You identify and exploit weaknesses in an objective's code or behavior. This is the action used to defeat objectives, as noted in their respective Resolve entries.

Check: The checks required vary by objective.

Success: You achieve one success toward resolving the objective. If the objective requires multiple successful checks using the subskill you used, and if your check result exceeds the DC by 10 or more, this action is instead treated as two successes toward resolving the objective.

DYNAMIC HACKING ENCOUNTERS

Hacking encounters vary to reflect the hackers' goals and the target computer's capabilities. Each encounter includes at least one objective tied to the hacker's goal (such as secret data to steal or a door to open), at least one countermeasure that opposes the hacker, and often, one or more nodes that create avenues the hackers must navigate toward their goals.

To build an encounter, set the encounter's Challenge Rating—which sets the encounter's check DC (page 71)—and decide on an approximate encounter length based on the number

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of checks required to resolve the key objectives. A short encounter requires about 5–7 successful checks to resolve the main objectives, whereas longer encounters might require 10–15 checks. For each lead hacker involved, add enough countermeasures to increase the number of checks by 2 (for shorter encounters) or by as much as 4 for longer encounters. For each support hacker, increase the number of checks by 1.

Scaling an encounter in this way need not always involve adding more countermeasures but could instead involve requiring an additional success to resolve specific objectives. This way, even if more PCs join the encounter as lead hackers than you anticipated, you can easily adjust the encounter to provide a fairly similar challenge.

Timed Encounters: In Starfinder, successfully accessing a system often affords the hacker time to explore at leisure. While a dynamic hack attempt might include finite countermeasures and a clear win condition, the format also supports hackers clashing with an array of defenses that multiply faster than the PCs can deactivate them. In this case, the goal becomes resolving enough countermeasures to stay safe, accomplish the mission, and escape before being overwhelmed or detected.

Sample Objectives
The following are common objectives, including adaptations of existing modules and countermeasures from the *Core Rulebook*.

BASIC COUNTERHACKER (COUNTERMEASURE)
This capable programmer shores up the computer's defenses.
Resolve: Deceive (DC + 0, 2 successes) or Hack (DC + 2, 2 successes)
Countdown (3)**:** Whenever the countdown reaches 0, the counterhacker causes two effects. First, they damage the persona of one lead hacker, causing it to lose CP equal to 2d6 + the encounter's CR. That lead hacker can halve the CP their persona lost by succeeding at a DC + 0 Process check. Second, the counterhacker can perform one of the actions below. Afterward, roll 1d3 to determine the obstacle's new countdown value.

Attack: Increase the Process check DC to resist the damage by 2, and treat all 1s on the damage dice as 2s.

Infect: The counterhacker infects the persona with a virus. Each phase after the hackers act, the infected persona loses CP equal to 1d6 plus half the encounter's CR, and any computer that persona's hacker is using takes damage equal to twice the CP lost. The virus can be removed by spending a major action and succeeding at a DC + 0 Hack check.

Repair: Choose one obstacle that hasn't been resolved. Treat one of the checks to resolve that obstacle as though it had not been fulfilled this encounter.

Trace: The counterhacker assesses the persona's signature and identifies where its associated hacker is located unless that hacker succeeds at a DC + 0 Deceive check.

NODE, BASIC (NODE)
The collection of file paths requires some effort to navigate and secure permission to restricted areas beyond.
Resolve: Hack (DC – 2, 1 success), Process (DC + 0, 1 success)
Support: Perception
Success: Add the node's linked obstacles to the encounter.

NODE, FAKE SHELL (NODE)
This node misleads hackers toward a falsified set of files.
Resolve: Hack (DC – 2, 1 success), Process (DC + 0, 1 success)
Support: Perception
Success: Add the node's linked obstacles to the encounter.
Special: If the Process check to resolve this obstacle doesn't exceed the DC by 5 or more, the linked obstacles are convincing fakes that function as normal obstacles, but resolving them provides no benefit (e.g. seemingly valuable data is worthless, command modules can't direct devices, etc.).

ROOT ACCESS (MODULE)
You secure absolute administrator privileges, allowing you to modify any of the computer's functions with ease.
Resolve: Hack (DC + 20, 1 success), Hack (DC + 15, 1 success), Deceive (DC + 10, 1 success)
Success: You and allied hackers reduce DCs to resolve obstacles by 20 and automatically succeed at checks to analyze objectives.

SECURE DATA (MODULE)
This is an average-security data module with valuable contents. Large secure data modules typically require additional checks to resolve, have higher check DCs, or both.
Resolve: Hack (DC + 0, 1 success), Process (DC + 0, 1 success)
Support: Profession check related to the data
Success: Hackers can now use the modify action accompanied by specific subskill checks to delete (Hack), modify (Hack), forge (Deceive), or copy (Process) the module's contents. As a special minor action, a hacker can study the contents with a successful DC + 0 Process check or related skill check to seek specific info or attain a basic understanding of the module's contents.

WIPE (COUNTERMEASURE)
This program destroys important data.
Resolve: Deceive (DC + 0, 1 success), Hack (DC + 0, 1 success)
Special: Count the number of times hackers fail a check to resolve an obstacle while the wipe countermeasure is active. Once the count reaches 2 failures, this countermeasure begins erasing one or more other objectives, imposing a –5 penalty to resolve them. At the end of the next hacking phase, those objectives are removed from the encounter and can no longer be resolved.

ADAPTING HACKING ABILITIES
The following are guidelines for adapting existing class features and character options to the dynamic hacking system.

Faster Hacking: An ability that reduces the time it takes to hack instead reduces the penalty a lead hacker takes when performing additional major actions to –3 per additional action.

Delay Countermeasures: An ability that would delay a countermeasure's activation instead increases that countermeasure's starting countdown value by 1.

Negate Countermeasures: Abilities that would negate a countermeasure entirely instead grant that character a +10 bonus to their first check to resolve the countermeasure.

Security: Features that increase the check DC to hack your own computer instead apply their bonus to your checks made to resist any effect that would harm your computer or persona.

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CUSTOM VEHICLES

Vehicles play a crucial role in most modern societies. While mass manufacturers provide many reliable options, the galaxy's near-infinite challenges call for constant innovation, begetting custom prototypes of every variety. This section provides rules for creating your own custom vehicles, designed for whatever your adventures demand!

BUILDING A VEHICLE

Designing a new vehicle involves choosing the vehicle's item level, which determines many of the vehicle's base statistics. From there, apply several templates to adjust those statistics and make the vehicle fit your concept. Whatever you design, you can augment it further using the vehicle modifications on pages 80–83.

The following provides an overview of the vehicle-design process, detailed further in the following pages.

Step 0: Vehicle Concept

Before you start designing your vehicle, you should have a clear idea of what the purpose of this vehicle is. Is the vehicle a fast transport, a powerful gunship, or an invulnerable tank? Why was it designed? What task was it created to perform? Who created it? A racing vehicle designed by goblins will sport a very different set of abilities than a Veskarian assault tank.

Step 1: Array

Choose the level of the vehicle, then locate and use the starting statistics in Table 3–1: Custom Vehicle Array.

Step 2: Vehicle Type Graft

Choose and apply one of the vehicle type grafts based on your vehicle's general shape, such as a cycle, flying vehicle, tank, or walker. Apply any adjustments that template provides. The vehicle type graft has a significant impact on your vehicle's final statistics.

Step 3: Vehicle Size Graft

Determine the vehicle's size. Choose a vehicle size template and apply any adjustments to your starting statistics. Large vehicles have no adjustments, as Large is the default size for most vehicles. Small creatures sometimes use Medium vehicles.

Step 4 (Optional): Vehicle Origin Graft

Is this custom vehicle created by a large corporation for wide distribution, a hand-made vehicle, or an experimental vehicle? You can choose one graft that best describes your vehicle and apply it.

Step 5 (Optional): Special Grafts

The templates in this section describe rarer types of vehicles, such as those that are built from scrap, designed for off-road travel, or include an auto-pilot. Apply up to two of these grafts if they help to describe your vehicle.

STEP 1: ARRAY

The following pages provide base statistics for creating your vehicle, such as AC, speed, and starting price. The level determines the item level of the vehicle and its base statistics, which are modified further in the subsequent steps. Record each of these statistics for the level of your vehicle.

Level: The item level of your vehicle.

Price: The base price of the vehicle; it is modified by further templates. Apply changes in the order you apply the templates, starting with Step 3.

Speed: The vehicle's base speed. Land vehicles can move only along the ground, air vehicles have fly speeds, and water vehicles have swim speeds.

EAC: The vehicle's Energy Armor Class.

KAC: The vehicle's Kinetic Armor Class.

HP: The vehicle's Hit Point total. Its Break Threshold equals half the vehicle's Hit Points, unless otherwise stated by a template.

Hardness: The vehicle's hardness. Additional grafts can increase the hardness up to twice this starting value, though vehicle modifications like adamantine plating (page 80) can increase the hardness beyond this limit afterward. A vehicle's hardness is always at least 5, even if a graft would reduce it below this value.

Collision Damage: The vehicle's base collision damage, which can be altered by grafts and later modifications.

Collision DC: The vehicle's base collision DC.

Modifiers: The vehicle's modifiers to Piloting checks and attack rolls, with a larger modifier to attack rolls listed in parentheses for when the vehicle is traveling at full speed.

Modification Slots: The number of modification slots (page 80) the vehicle has.

Other Statistics

Several other statistics, described below, are derived from grafts rather than the vehicle's level.

Adjustments: These are modifications to the vehicle's statistics.

Cover: The amount of cover the vehicle provides.

Passengers: The number of passengers the vehicle can comfortably carry, in addition to the pilot.

Special: Unique effects or prerequisites that apply to the vehicle.

Speed (Full): The vehicle's full speed, primarily determined by the vehicle type graft.

Speed (Travel): The vehicle's overland speed used for noncombat movement, expressed in miles per hour. Except where otherwise noted, this speed equals the vehicle's full speed divided by 10.

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TABLE 3–1: CUSTOM VEHICLE ARRAY

LEVEL	PRICE	SPEED	EAC	KAC	HP	HARDNESS	COLLISION DAMAGE	COLLISION DC	MODIFICATION SLOTS
1	700	25	12	14	12	5	4d4 B	10	1
2	1,800	25	13	15	20	5	5d4 B	11	1
3	2,600	25	14	16	30	5	6d4 B	12	1
4	4,000	25	15	17	40	5	5d6 B	13	1
5	6,000	25	17	19	55	5	5d8 B	13	2
6	8,500	30	18	20	75	6	6d8 B	14	2
7	13,000	30	19	21	95	7	6d10 B	15	2
8	19,000	30	20	22	120	8	7d10 B	16	2
9	27,000	35	21	23	135	9	8d10 B	16	2
10	36,000	35	23	25	150	10	9d10 B	17	3
11	50,000	35	24	26	165	11	10d10 B	18	3
12	73,000	40	25	27	185	12	11d10 B	19	3
13	100,000	40	26	28	205	13	12d10 B	19	3
14	150,000	40	27	29	230	14	14d10 B	20	3
15	230,000	45	29	31	255	15	15d10 B	21	4
16	345,000	45	30	32	280	16	17d10 B	22	4
17	520,000	45	31	33	310	17	18d10 B	22	4
18	760,000	50	32	34	340	18	20d10 B	23	4
19	1,150,000	50	33	35	370	19	23d10 B	24	4
20	1,750,000	50	35	37	400	20	25d10 B	25	5

STEP 2: VEHICLE TYPE GRAFT

Chose one or more of the following vehicle type grafts.

Boat (Water Vehicle)

These craft enable travel on the surfaces of liquids, such as water, using a wide variety of propulsion methods.

Passengers: 2

Cover: Partial cover; **Speed (Full):** speed × 15

Modifiers: +0 Piloting, –2 attack (–4 at full speed)

Cruiser (Land Vehicle)

These land vehicles use powerful propulsion methods that enable them to travel at high speeds on open terrain.

Passengers: 3; **Adjustments:** Increase price by 10%, decrease KAC by 1, increase Hit Points by 10%

Cover: Improved cover; **Speed (Full):** speed × 25

Modifiers: +0 Piloting, –2 attack (–4 at full speed)

Cycle (Land Vehicle)

Cycles are vehicles that the pilot (and sometimes a passenger) ride directly on top of, and they can have a wide variety of uses.

Passengers: 1 (can't be increased by other grafts); **Adjustments:** Decrease price by 10%, decrease EAC and KAC by 2, decrease Hit Points by 10%

Cover: None; **Speed (Full):** speed × 20

Modifiers: +2 Piloting, –1 attack (–3 at full speed)

Fast Flyer (Air Vehicle)

These speedy air vehicles are designed for continuous forward movement and generally have wings and landing gear.

Passengers: 2; **Adjustments:** Increase price by 20%, increase speed by 15 feet, decrease EAC and KAC by 2, decrease Hit Points by 10%

Cover: Total cover; **Speed:** Fly only

Speed (Full): speed × 25

Modifiers: –1 Piloting, –2 attack (–5 at full speed)

Hovering Flyer (Air Vehicle)

These slower air vehicles provide maximum maneuverability and are often propelled by large rotors or hover pads.

Passengers: 2; **Adjustments:** Increase price by 20%, decrease EAC and KAC by 1, decrease Hit Points by 10%

Cover: Cover; **Speed (Full):** speed × 20

Modifiers: +0 Piloting, –1 attack (–4 at full speed)

Submersible (Water Vehicle)

These vehicles can submerge completely in a liquid (usually water) for extended periods, providing access to strange new realms for nonaquatic creatures.

Passengers: 2; **Adjustments:** Increase price by 20%, increase hardness by 20%

Cover: Total cover; **Speed (Full):** speed × 10

Modifiers: –2 Piloting, –2 attack (–5 at full speed)

Special: The submersible can't take grafts that reduce its cover to less than total cover.

Tank

These heavily armored vehicles resist damage, maneuver ponderously, and are rarely available to civilians, though an adventurer with the right connections (legal or not) can certainly procure one.

Passengers: 1; **Adjustments:** Increase price by 35%, decrease speed by 5 feet, increase KAC and EAC by 2, increase hardness by 20%

Cover: Total cover; **Speed (Full):** speed × 10

Modifiers: –1 Piloting, –2 attack (–4 at full speed)

Truck (Land Vehicle)

These rugged ground vehicles transport passengers or cargo.

Passengers: 3; **Adjustments:** Increase Hit Points by 10%
Cover: Cover; **Speed (Full):** speed × 20
Modifiers: –1 Piloting, –3 attack (–5 at full speed)

Walker

These relatively slow vehicles use numerous legs to stride over challenging terrain with ease.

Passengers: 2
Cover: Improved cover; **Speed (Full):** speed × 10
Modifiers: +1 Piloting, –2 attack (–6 at full speed)

STEP 3: VEHICLE SIZE GRAFT

Apply one of the following grafts based on the vehicle's size category.

Medium

Single-occupant and passenger vehicles of this size cater to Small users, such as goblins, halflings, and ysoki.

Adjustments: Decrease collision damage by 1 die, increase collision DC by 1. If the Piloting modifier is less than +0, increase it by 1.

Large

This is the most common vehicle size.

Adjustments: No adjustments.

Huge

Huge vehicles excel at moving sizable cargo and ferrying passengers.

Adjustments: Increase price by 10%, increase collision damage by 1 die, decrease collision DC by 1, decrease Piloting and attack modifiers by 1, increase passenger limit by 100%.

Gargantuan

At this scale, vehicles tend to be built for mass transit or heavy freight hauling.

Adjustments: Increase price by 10%, increase Hit Points by 10%, increase collision damage by 2 dice, decrease collision DC by 2, decrease Piloting and attack modifiers by 1, increase passenger limit by 200%.

Colossal

Only the most massive vehicles are colossal in scope, such as enormous trains and aircraft carriers.

Adjustments: Increase price by 20%, increase Hit Points by 20%, increase collision damage by 3 dice, decrease collision DC by 3, decrease Piloting and attack modifiers by 2, increase passenger limit by 400%.

STEP 4 (OPTIONAL): VEHICLE ORIGIN GRAFT

While most vehicles are mass-produced after rigorous testing, the following arrays can help express prototypes or experimental vehicles that aren't ready for mass production yet. They can also represent completely customized, hand-crafted vehicles that are unique in design.

Experimental

Created by mechanical artisans, these one-of-a-kind vehicles are an expression of their creators' visions.

Adjustments: Decrease price by 50%, increase modification slots by 1.

Special: The vehicle must have been created by the experimental vehicle alternate class feature (page 22).

Factory-Made

Most vehicles are factory-made, use standardized parts for a particular civilization, and are relatively easy to repair, but have little room for creative modification.

Adjustments: Decrease price by 10%, decrease modification slots by 1 (minimum 1). While in an area where standardized parts are available (such as a major settlement), decrease repair costs by 10% and decrease repair time by 25%.

Prototype

Design prototype vehicles might represent secret technologies (potentially stolen), yet companies sometimes sell off old prototypes as collectors' items after their associated technologies are refined, patented, and on the market.

Adjustments: Increase price by 10%, increase modification slots by 1, increase repair time and repair cost by 20%.

STEP 5 (OPTIONAL): SPECIAL GRAFTS

The following grafts can help specialize your vehicle. Apply up to two of these grafts.

All-Terrain

Designed for off-road travel, these rugged vehicles withstand rough terrain, weather, and abuse like no other.

Adjustments: Increase price by 5%, decrease speed by 5 feet, decrease full speed by 25 feet, decrease attack modifiers by 1. When moving through difficult terrain, this vehicle treats every other space of difficult terrain as a space of normal terrain.

Amphibious

These craft travel just as easily on land or in water.

Adjustments: Increase price by 10%. The vehicle becomes a land and water vehicle, gaining either a ground speed equal to its swim speed, or vice versa.

Special: The vehicle must have the boat type graft (page 77) or any type graft that grants a land speed.

Armored

These robust vehicles are fitted with armored plates or shielding systems that allow them to withstand punishing conditions.

Adjustments: Increase price by 20%, decrease speed by 10 feet, increase EAC and KAC by 2, increase Hit Points by 10%, increase hardness by 10%, increase cover by 1 step (partial cover becomes cover, cover becomes improved cover, etc.)

Special: The vehicle can't have the tank type graft.

Computer-Assisted Controls

Your vehicle contains a limited virtual intelligence (page 163) that can control the vehicle for short periods of time.

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Adjustments: Increase price by 5%.

Systems: The vehicle gains an autopilot with a Piloting bonus equal to 4 + 1-1/2 × the vehicle's level.

Hover

Your vehicle's movement is based on hover technology, achieving lift through powerful jets or antigravity fields. These vehicles are relatively fragile, as they need low overall mass to function properly.

Adjustments: Increase price by 10%, increase speed by 5 feet, decrease EAC and KAC by 1, decrease Hit Points by 20%. The vehicle becomes a land and water vehicle and gains the hover trait to its speeds. It can hover up to 5 feet over surfaces and ignores difficult terrain.

Special: The vehicle must have the boat type graft (page 77) or any type graft that grants a land speed.

Hybrid Aircraft

These vehicles operate just as effectively on the ground as they do in the air, whether they use extendable wings or jet propulsion.

Adjustments: Increase price by 15%, increase speed by 10 feet, decrease EAC and KAC by 1, decrease Hit Points by 10%. The vehicle becomes an air and land vehicle, gaining either a land speed equal to its fly speed, or vice versa.

Special: The vehicle must have a land speed or fly speed.

Junk

These vehicles are made of spare parts and discarded refuse, making for cheap (albeit unreliable) rides.

Adjustments: Decrease price by 20%, decrease full speed by 50 feet, decrease Piloting modifier by 3, decrease attack modifiers by 1. The vehicle gains the broken condition when reduced to 75% of its Hit Points instead of 50%.

Systems: The vehicle gains the Unstable Engine system.

Unstable Engine: Once the vehicle becomes broken, its engine explodes in 1d4 rounds (even if it's been wrecked), dealing 1d6 fire damage in a 10-foot burst around the vehicle; this damage increases to 3d6 for anyone riding the vehicle. At 3rd level and every odd level thereafter, the burst deals an additional 1d6 damage (or an additional 2d6 damage to riders). Creatures can take half damage with a successful Reflex save (DC = the vehicle's collision DC).

Special: If you have access to inert electronic and mechanical junk, this graft instead reduces vehicle price by 50%. This requires at least 10 bulk of junk for a Medium vehicle. For each size category larger than Medium, multiply the junk required by 8.

Luxury

These vehicles are built for comfort and boast amenities like fully adjustable heated seats, chilled beverage holders, and premium sound systems.

Adjustments: Increase price by 20%, increase attack modifiers by 1 (maximum +0).

Systems: The vehicle gains a planetary comm unit and an autocontrol with a Piloting bonus equal to 4 + 1-1/2 × the vehicle's level.

Racer

Designed entirely for speed, these vehicles are designed for a single pilot for the purposes of racing or high velocity transportation; they also make excellent stunt fighters.

Adjustments: Increase speed by 5 feet, decrease Hit Points by 10%, decrease hardness by 20%, decrease passengers by 50%. After recalculating speed, increase full speed by 25%.

Transport

These vehicles tend to be large and ponderous, but are capable of high speeds over long distances.

Adjustments: Increase overland speed by 20%, decrease piloting modifier by 1, increase passengers by 100%.

IMPROVING VEHICLES

Sometimes an owner's own level outpaces their trusty vehicle's capabilities, and when modifications (pages 80–83) aren't enough, it's time for a retrofit that boosts the vehicle's item level. This often increases the vehicle's performance and defenses, providing a good way for PCs to keep their vehicle competitive in tactical combat and vehicle chases without having to build or buy a completely new vehicle. The process for upgrading a vehicle varies, depending on whether the vehicle is a custom creation using the rules presented earlier in this chapter, or whether the vehicle is a prebuilt vehicle, such as those found on pages 228–229 of the *Core Rulebook*. In either case, upgrading a vehicle by one level takes a number of days based on the vehicle's size: Medium = 1 day, Large = 2 days, Huge = 3 days, Gargantuan = 5 days, and Colossal = 10 days.

Custom Vehicles: Calculate the price of the custom vehicle as though its item level were one higher (plus any grafts you want to add as part of the upgrade). The cost of upgrading the vehicle equals the difference between this higher price and the vehicle's current price. Upon completing the upgrade, recalculate the vehicle's statistics using the new item level (plus any added grafts).

Prebuilt Vehicles: Upgrading a prebuilt vehicle costs a number of credits equal to 50% of the vehicle's current cost. The vehicle's item level increases by 1, and its new price becomes the sum of its original price plus the cost of any subsequent upgrades. The vehicle's EAC and KAC values each increase by 1; if the vehicle's new level is divisible by 5, the EAC and KAC instead increase by 2 each.

The vehicle gains additional Hit Points based on its new level. Increase the Hit Points by 10 if the vehicle's new level is 4 or lower, by 15 if the new level is between 5–10, by 20 if the new level is between 11–15, or by 30 if the new level is 16 or higher. If the vehicle's new level is 6 or higher, increase its hardness by 1. If the vehicle's new level is divisible by 4, increase its speed by 5 feet, increase its full speed by 50 feet, and increase its overland speed by 20%.

If the vehicle's new level is divisible by 5, the vehicle gains an additional modification slot. As part of performing the upgrade, a PC can also remove or install any available vehicle modifications without increasing the total time required for the upgrade.

VEHICLE MODIFICATIONS

Though countless vehicle makes and models exist throughout the universe, it's the modifications that make each vehicle truly unique. From turbo-boosted speedsters to adamantine-plated luxury hovercars, well-selected modifications turn dependable vehicles into perfectly augmented tools as diverse and unique as those that pilot them.

UNDERSTANDING VEHICLE MODIFICATIONS

A creature can customize their vehicle by purchasing and installing vehicle modifications, described below, which add bonuses or customized abilities to vehicles. Installing or removing a vehicle modification takes 4 hours, so replacing one modification with another takes 8 hours. Some individuals keep a collection of modifications on hand, swapping them out as needed. Unless otherwise stated, a vehicle modification

TABLE 3-2: VEHICLE MODIFICATIONS

MODIFICATION	LEVEL	PRICE
Additional seating	1	115
Autopilot*	2	800
Personnel enclosure	2	750
Smuggler's compartment, mk 1	2	525
Adamantine plating, mk 1	3	1,500
Enhanced sensors, mk 1	3	1,200
Weapon mount	3	1,350
Wheel scythes	3	1,350
Deflective field, mk 1	4	2,100
Holohull	4	2,050
Terrain adaptation	4	1,825
Grav-nav, mk 1	5	2,900
Nanite node, mk 1	5	3,100
Pilot assist, mk 1	6	4,400
Boarding clamp	7	6,750
Smuggler's compartment, mk 2	7	5,700
Turbo boost	7	6,500
Collision dampeners	8	9,100
Ramming plow, mk 1	8	8,900
Smoke screen	8	8,500
Adamantine plating, mk 2	9	14,000
Stealth module	9	13,000
Deflective field, mk 2	10	18,000
Nanite node, mk 2	10	18,750
Grav-nav, mk 2	12	35,000
Smuggler's compartment, mk 3	12	32,000
Extradimensional storage	13	50,000
Pilot assist, mk 2	13	52,000
Ramming plow, mk 2	13	51,000
Electrified hull	14	75,000
Nanite node, mk 3	15	110,000
Blip-drive	16	175,000
Smuggler's compartment, mk 4	17	220,000
Ramming plow, mk 3	18	385,000
Enhanced sensors, mk 2	19	540,000
Adamantine plating, mk 3	20	800,000

that must be activated can be activated by the vehicle's pilot or passengers. Explanations of entries for modifications' statistics are below.

Some vehicle modifications are magical or a hybrid of magic and technology; this is indicated next to the modification's name. If neither "magic" nor "hybrid" is listed after a modification, it's a technological modification.

Charges

For a technological vehicle modification that requires charges to function, this entry lists the maximum size battery the upgrade can hold. The batteries that upgrades hold can be recharged as normal using either a generator or a recharging station. A magic vehicle upgrade that can be used a certain number of times runs on magical charges; these charges are integral to the construction of the item and can't be replenished with generators or batteries—though they do refresh each day.

Usage

This entry lists how many charges are consumed when the vehicle modification is used. This might be per activation or a certain duration. If a vehicle modification uses a certain number of charges over an interval, the modification's abilities can be shut off before that amount of time has passed, but it still uses charges for the full interval.

Modification Slots

Each vehicle contains a certain number of modification slots, which are not literal slots but instead represent the vehicle's capacity for further adjustments and additional features while still being able to function normally. If not otherwise stated, a vehicle has one modification slot, plus an additional number of slots equal to one-fifth its item level (rounded down). Unless otherwise noted, a vehicle can't accommodate or benefit from multiple copies of the same modification.

VEHICLE MODIFICATION DESCRIPTIONS

Specific vehicle modifications are described below.

ADAMANTINE PLATING — LEVELS 3-20

These adamantine-alloy plates augment the vehicle's exterior defenses, increasing the vehicle's hardness by an amount based on the modification's model.

Mk 1 (Level 3): Increase hardness by 2.
Mk 2 (Level 9): Increase hardness by 4.
Mk 3 (Level 20): Increase hardness by 10.

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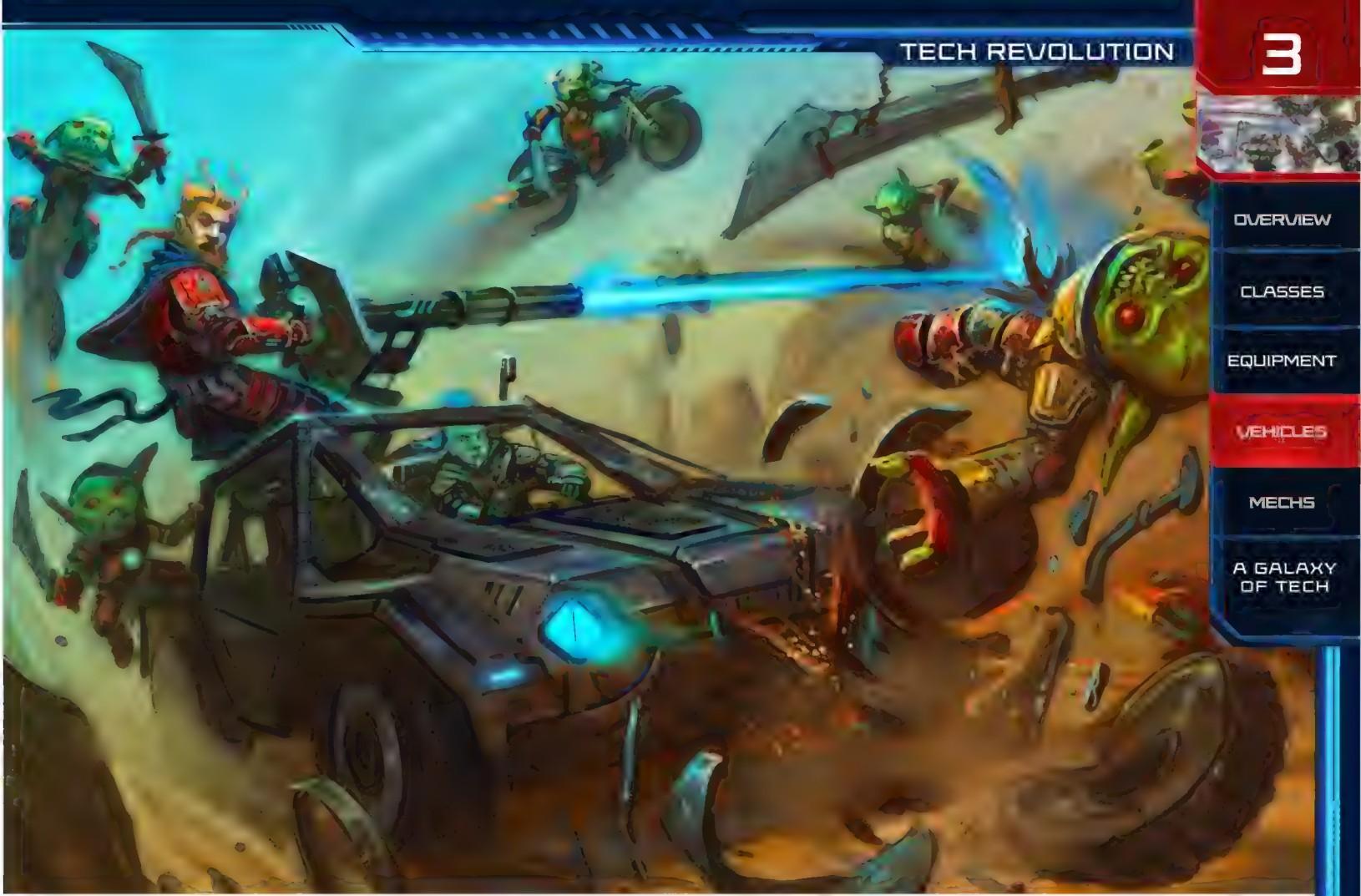
ADDITIONAL SEATING
LEVEL 1

The vehicle is equipped with a sidecar or additional interior seating. Increase the number of passengers the vehicle can seat by 50%.

AUTOPILOT
LEVEL 2

The vehicle has a virtual intelligence that can perform sophisticated piloting tasks. This functions as the autopilot feature (*Starfinder Core Rulebook* 280) with a Piloting modifier equal to 4 + the vehicle's item level.

BLIP-DRIVE (MAGIC)
LEVEL 16

CHARGES 5   **USAGE** 1

This planar engine enables a vehicle to slip into the Ethereal Plane for moments at a time, making it appear to 'blip' out of existence. It must remain installed in a vehicle for 24 hours before it functions; when the modification is removed from the vehicle, the residual magic suppresses the effects of any other modification installed in that slot for 24 hours. The vehicle's pilot can activate a *blip-drive* as a swift action. Until the end of that turn, the vehicle, its passengers, and its contents pass through obstacles, including other creatures and vehicles, as if it were incorporeal. Additionally, the vehicle can't deal or be dealt collision damage except from sources that impede incorporeal movement, and the vehicle automatically disengages from all vehicles it's engaged with.

BOARDING CLAMP
LEVEL 7

A vehicle equipped with a boarding clamp utilizes a close-range tractor beam, clamps, and tethers to easily attach to other vehicles. A vehicle with a boarding clamp grants its pilot a +2 circumstance bonus to Piloting checks made to engage a vehicle and grants its passengers a +2 circumstance bonus to Acrobatics and Athletics checks made to board a vehicle. Additionally, the DC of Piloting checks to break free from a vehicle equipped with a boarding clamp is increased by 2.

COLLISION DAMPENERS
LEVEL 8

This modification utilizes gravitational and magnetic fields to reduce the damage taken by a vehicle in a collision. When the vehicle damages an enemy with a ram action, this vehicle deals only one quarter its collision damage to itself (rather than one half its collision damage). When the vehicle takes collision damage from any other effect, such as when crashing or being rammed, reduce the collision damage the vehicle takes by 1 per die of collision damage.

DEFLECTIVE FIELD (MAGIC)
LEVELS 4–10

This modification creates a magical field that deflects incoming attacks. This vehicle gains an enhancement bonus to AC. The amount depends on the *deflective field* type, as listed below.

Mk 1 (Level 4): +1 enhancement bonus to AC.
Mk 2 (Level 10): +2 enhancement bonus to AC.

A series of advanced holographic projectors enable a vehicle with a holohull to rapidly change its paint job and minor detailing, though it cannot obscure the vehicle's shape or major features. A pilot or passenger can spend 1 minute to program or reprogram the holohull with up to four different designs, each of which can feature a wide range of colors, designs, and iconography. As a swift action, the vehicle's pilot can activate the holohull to change the vehicle's appearance to any of the four designs.

NANITE NODE
LEVELS 5-15

CAPACITY 20   **USAGE** 5

Compartments inside the vehicle's hull contain microscopic nanites capable of repairing critical damage to the vehicle. As a move action when the vehicle is broken, the nanite node can be activated to repair the vehicle's most damaged systems. This instantaneously restores a number of Hit Points when activated, as well as at the beginning of each of the next two rounds, based on the modification's model. The nanite node can't restore Hit Points to a wrecked vehicle.

Mk 1 (Level 5): Restores 5 Hit Points each round.

Mk 2 (Level 10): Restores 10 Hit Points each round.

Mk 3 (Level 15): Restores 20 Hit Points each round.

PERSONNEL ENCLOSURE
LEVEL 2

Additional wall panels or personal shielding protects the vehicle's passengers. The vehicle gives its pilot and passengers partial cover. If the vehicle already grants partial cover, it instead grants its pilot and passengers cover. This modification grants no benefit to a vehicle that already grants its passengers cover, improved cover, or total cover.

PILOT ASSIST
LEVELS 6-13

Artificial intelligence in the vehicle's onboard computer automatically course-corrects while this vehicle is driven, compensating for driver error, inattentiveness, slow response time, and external factors such as uneven terrain, potholes, ocean currents, and gusts of wind. This increases the vehicle's Piloting modifier by an amount based on the modification's model.

Mk 1 (Level 6): Increase Piloting modifier by +1 (maximum +2).

Mk 2 (Level 13): Increase Piloting modifier by +2 (maximum +3).

RAMMING PROW
LEVELS 8-18

This sturdy ramming prow is attached to the front of a vehicle and well-supported by the vehicle's frame. The prow increases the vehicle's collision DC by 1 and increases the vehicle's collision damage by an amount based on the model.

Mk 1 (Level 8): Increase collision damage by 1 damage die.

Mk 2 (Level 13): Increase collision damage by 2 damage dice.

Mk 3 (Level 18): Increase collision damage by 3 damage dice.

SMOKE SCREEN
LEVEL 8

CAPACITY 20   **USAGE** 5/round

When activated as a move action, this modification emits dense fog, smoke, or steam from the rear of the vehicle, enshrouding pursuers in a cloudy haze. While the modification is active, it creates an obscuring cloud that fills an area twice as wide as

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ELECTRIFIED HULL
LEVEL 14

CHARGES 40   **USAGE** 5/round

Powerful circuits installed along the vehicle's exterior electrocute enemies, leaving the vehicle's inhabitants unharmed. An electrified hull can be activated as a move action. While active, creatures and vehicles that touch the vehicle's exterior—including vehicles engaged with the modified vehicle and any action that deals collision damage—take 1d10 electricity damage. Creatures damaged by the electrified hull are staggered for 1 round unless they succeed at a Fortitude save (DC = this vehicle's collision DC). A vehicle damaged by the electrified hull (even if the damage didn't overcome the vehicle's hardness) takes a –2 penalty to its Piloting modifier.

ENHANCED SENSORS
LEVELS 3-19

A vehicle with this modification allows a creature in the vehicle to perceive their surroundings using an additional sense based on the modification's model.

Mk 1 (Level 3): The vehicle's occupants can perceive using darkvision with a range of 120 feet.

Mk 2 (Level 19): The vehicle's occupants can perceive using blindsight (vibration) with a range of 120 feet.

EXTRADIMENSIONAL STORAGE (HYBRID)
LEVEL 13

The vehicle contains a hatch (interior or exterior) that opens seemingly onto a solid wall, unless a button is pressed first (this is a move action) to open the hatch into an extradimensional space similar to that of a *null-space chamber*. The extradimensional space holds up to 100 bulk in a 9-foot cube. The *extradimensional storage* can't be closed if more than the listed bulk is inside.

GRAV-NAV (HYBRID)
LEVELS 5-12

The *grav-nav* system harnesses gravitational fields to smooth the ride for passengers of this vehicle. This increases the vehicle's attack modifier. The amount depends on the *grav-nav* type, as listed below.

Mk 1 (Level 5): Increase attack modifier by +1.

Mk 2 (Level 12): Increase attack modifier by +2.

HOLOHULL
LEVEL 4

CHARGES 20   **USAGE** 2

the vehicle's space in any space the vehicle leaves. This cloud grants concealment, and the cloud in any space dissipates automatically after 1 round. While its smoke screen is active, the vehicle grants its pilot a +1 circumstance bonus to Piloting checks made to evade or trick. Although this modification can be installed in a water vehicle, it has no effect underwater.

SMUGGLER'S COMPARTMENT
LEVELS 2–17

This secret compartment hidden within the vehicle can store a relatively small supply of contraband. A Medium vehicle's smuggler's compartment can hold 1 bulk of gear, and the compartment's capacity triples for each vehicle size category larger than Medium (maximum 81 bulk for a Colossal vehicle). A creature must succeed at a Perception check to detect the compartment, or succeed at a Computers check if using sensors to scan the vehicle. The DC of these checks is based on the compartment's model.

Mk 1 (Level 2): Check DCs to detect the compartment are 22.
Mk 2 (Level 7): Check DCs to detect the compartment are 29.
Mk 3 (Level 12): Check DCs to detect the compartment are 37.
Mk 4 (Level 17): Check DCs to detect the compartment are 44.

STEALTH MODULE
LEVEL 9

The coloration of the vehicle's exterior automatically changes to match its surroundings. Its pilot can attempt Stealth checks for the vehicle as long as it is stationary, but with a –4 penalty. This check is opposed by creatures' Perception checks, or Computers checks for those scanning the area with sensors.

TERRAIN ADAPTATION (HYBRID)
LEVEL 4

This modification enables a vehicle to traverse a specific terrain with ease. Select one biome (*Core Rulebook* 396) when you purchase this modification, such as aerial, desert, or urban. Your vehicle is unaffected by non-magical difficult terrain and rough terrain in the selected biome. A vehicle can have only one *terrain adaptation* modification, even if each is designed for a different biome.

TURBO BOOST
LEVEL 7

CAPACITY 20   **USAGE** 5

This optimized power source can grant temporary bursts of speed. The pilot can activate the turbo boost as part of a drive, race, ram, run over, keep pace, or speed up action, increasing the vehicle's speed by 10 feet, increasing its full speed by 100 feet, and granting a +1 circumstance bonus to the pilot's checks to perform the keep pace or speed up actions. In addition, the vehicle's attack modifiers decrease by 2. These effects last until the start of the pilot's next turn.

WEAPON MOUNT
LEVEL 3

This modification allows you to integrate a small arm, longarm, or heavy weapon into the vehicle, added or removed as part of installing or removing the modification. This weapon is operable by the pilot or any passenger, though only one creature can operate the weapon each round. A vehicle can have a number of weapon mounts equal to its crew.

WHEEL SCYTHES
LEVEL 3

This modification lets you integrate a basic or advanced melee weapon into the vehicle, added or removed when you install or remove the modification. When you install a wheel scythes modification, choose two contiguous sides of the vehicle's space, such as its front and right sides; the weapon can only be used to attack targets along those two sides of the vehicle. This weapon is operable by the pilot or any passenger, though only one creature can operate the weapon each round. For the purpose of calculating the weapon's attack, damage, and saving throw modifiers, use the operator's Strength bonus or +3, whichever is higher; weapons with the operative weapon special ability can instead use the operator's Dexterity modifier, as normal. If the wheel scythes weapon scores a critical hit to a vehicle, that vehicle sustains serious damage that limits its mobility, causing the vehicle to take penalties as though it were broken.

A vehicle can have multiple weapon mount modifications.

NEW VEHICLES

The vehicles constructed on alien worlds come in as staggering a variety as the species that use them—whether for utility, combat, or just to travel in comfort and style. As the Drift connects an ever-expanding array of cultures, engineers are fusing traditional vehicles to create increasingly daring and capable designs.

This section presents many new vehicles; see page 228 of the *Starfinder Core Rulebook* for more information about vehicle statistics. Some of these vehicles use the new rules defined below.

Emplacement: This vehicle can deploy gravitic locks, pistons, or even simply anchors to hold it in place while it transforms into a stationary mode. While emplaced, a vehicle's speeds become 0, its passengers ignore the vehicle's attack penalties for being in motion, and the vehicle's hardness increases by 5 and its AC by 2. Some vehicles gain new abilities or attacks while emplaced.

Hangar: This vehicle has a specialized hangar, capable of storing and maintaining two Huge vehicles or mechs or one Gargantuan vehicle or mech.

Launch Catapult: This vehicle has an advanced vehicle-deployment system. The pilot of a vehicle with a launch catapult can take a standard action to launch a vehicle or mech stored in the same vehicle's hangar (see above) up to 30 feet in any direction away from the vehicle.

Smuggler's Compartment: See the smuggler's compartment vehicle modification on page 83. The compartment is mk 1 unless otherwise stated.

COMBAT HOSPITAL — LEVEL 15

PRICE 345,000

Gargantuan land vehicle (20 ft. wide, 45 ft. long, 10 ft. high)

Speed 20 ft., full 450 ft., 50 mph

EAC 29; **KAC** 30; **Cover** total cover

HP 260 (130); **Hardness** 15

Attack (Collision) 17d10 B (DC 17)

Modifiers +0 Piloting, –3 attack (–5 at full speed)

Systems enhanced sensors[AR] (darkvision 1 mile), expansion bays[AR] (medical bays [4]), planetary comm unit;

   Passengers 24 plus 16 patients

DESCRIPTION

Combat hospitals are heavily armed vehicles meant to evacuate and treat combat casualties in even the most dire of circumstances. Their crew often includes gunners, guards, a doctor, and several combat medics equipped with the most cutting-edge medical equipment available.

DIOXIDE WINGSHIP — LEVEL 11

PRICE 65,000

Colossal land vehicle (160 ft. wide, 1,200 ft. long, 40 ft. high)

Speed 70 ft., full 550 ft., 65 mph (fly)

EAC 23; **KAC** 24; **Cover** total cover

HP 180 (90); **Hardness** 5

Attack (Collision) 13d10 B (DC 12)

Modifiers –5 Piloting, –1 attack (–3 at full speed)

Systems autopilot (Piloting +17), enhanced sensors[AR] (sense through [vision; clouds only] 100 ft.), expansion bay[AR];

   Passengers 50

DESCRIPTION

These cargo haulers are used predominantly on planets with ultra-dense, carbon dioxide-rich atmospheres. Dense atmospheres allow the wingships to carry heavy loads as basic ground-effect vehicles, providing significant cost savings over orbital launch or true anti-grav propulsion. They're often hardened against the toxic atmospheres of the planets they operate on and can carry several hundred tons of cargo at speed.

HARVESTER DIRIGIBLE — LEVEL 16

PRICE 455,000

Colossal air vehicle (60 ft. wide, 100 ft. long, 40 ft. high)

Speed 20 ft., full 450 ft., 50 mph (fly)

EAC 29; **KAC** 31; **Cover** cover

HP 270 (135); **Hardness** 6

Attack (Collision) 20d10 B (DC 16)

Attack storm shock caster (5d12 E)

Modifiers –4 Piloting, –2 attack (–4 at full speed)

Systems autocontrol, planetary comm unit; **Passengers** 12

DESCRIPTION

Almost exclusively used on gas giants, these enormous dirigibles collect and distill valuable gases from the atmosphere, rendering them into usable fuel and transporting them to space stations for use. They tend to be armed and armored, both to fend off aggressive wildlife and to ward off would-be fuel thieves.

HEAVY LAUNCH CRAWLERS — LEVEL 12

PRICE 118,000

Colossal land vehicle (50 ft. wide, 90 ft. long, 70 ft. high)

Speed 10 ft., full 350 ft., 40 mph

EAC 26; **KAC** 27; **Cover** total cover

HP 230 (115); **Hardness** 14

Attack (Collision) 14d10 B (DC 13)

Attack medium machine gun (3d10 P)

Modifiers –4 Piloting, –2 attack (–4 at full speed)

Systems autocontrol, emplacement (launch catapult), expansion bay[AR], hangar, planetary comm unit;

   Passengers 15

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DESCRIPTION

Heavy launch crawlers are broader, better-armored versions of mobile launch vehicles that sport a full launch catapult.

LUXURY EVACUATION YACHT — LEVEL 8

PRICE 25,400

Huge air vehicle (15 ft. wide, 25 ft. long, 15 ft. high)

Speed 50 ft., full 500 ft., 55 mph (fly)

EAC 19; **KAC** 21; **Cover** total cover

HP 120 (60); **Hardness** 10

Attack (Collision) 8d10 B (DC 14)

Modifiers –2 Piloting, –2 attack (–4 at full speed)

Systems autopilot (Piloting +15), system-wide comm unit;
   Passengers 4

DESCRIPTION

For those who refuse to surrender glamor, even while the world is exploding around them. Luxury evacuation yachts are the preferred escape solution for the ultra-rich. They sacrifice utility, durability, and carrying capacity to ensure that those who can afford them wait for rescue in luxury, with full beds, stocked larders, a shower, and a culinary synthesizer. Due to their size, a single yacht takes the space of an entire rack of more standard escape pods.

MOBILE COMMAND CENTER — LEVEL 10

PRICE 62,000

Gargantuan land vehicle (25 ft. wide, 25 ft. long, 20 ft. high)

Speed 40 ft., full 350 ft., 40 mph (hover)

EAC 24; **KAC** 25; **Cover** improved cover

HP 150 (75); **Hardness** 12

Attack (Collision) 11d10 B (DC 13)

Attack tactical autobeam artillery (2d8 F)

Modifiers –2 Piloting, –2 attack (–4 attack at full speed)

Systems autopilot (Piloting +19), emplacement (expansion
   bays[AR] [4]), planetary comm unit; **Passengers** 8

DESCRIPTION

Mobile bases are designed to traverse unknown or unfriendly ground and set up a modular outpost to tend to local needs. They can be refitted for technical work, surveillance and prospecting, medical support, or a dozen other roles as needed, and can be swiftly packed up and refitted in the field. The built-in weapon systems are often removed if local wildlife and denizens aren't expected to be hostile.

MOBILE LAUNCH VEHICLE — LEVEL 7

PRICE 18,000

Colossal land vehicle (50 ft. wide, 70 ft. long, 70 ft. high)

Speed 20 ft., full 250 ft., 30 mph

EAC 18; **KAC** 20; **Cover** total cover

HP 90 (45); **Hardness** 8

Attack (Collision) 9d10 B (DC 9)

Modifiers –4 Piloting, –2 attack (–4 at full speed)

Systems autocontrol, expansion bay[AR], hangar, planetary
   comm unit; **Passengers** 15

DESCRIPTION

A mobile launch vehicle is one of the cheapest available

TABLE 3-3: VEHICLES

NAME	LEVEL	PRICE
Ravine crawler	1	800
Racing catamaran	3	3,000
Prospecting buggy	4	5,400
Phentomite autobridger	5	8,100
Smuggling cruiser	6	13,800
Mobile launch vehicle	7	18,000
Luxury evacuation yacht	8	25,400
Rescue enercopter	9	45,000
Mobile command center	10	62,000
Dioxide wingship	11	65,000
Heavy launch crawlers	12	118,000
Pirate enercopter	14	250,000
Combat hospital	15	345,000
Harvester dirigible	16	455,000
Submersible assault carrier	17	825,000

platforms by which to transport, maintain, and deploy a mech, with little more than crew quarters and an engineering bay. Due to the hangar bay being significantly taller than the launch facilities and surrounding vehicle, its design often invites comparisons to snails and other shelled creatures.

PHENTOMITE AUTOBRIDGER — LEVEL 5

PRICE 8,100

Large land vehicle (7 ft. wide, 10 ft. long, 15 ft. high)

Speed 30 ft., full 350 ft., 40 mph (land); 5 ft., full 50 ft.,
   5 mph (crawling)

PIRATE ENERCOPTER

PRICE 250,000

Gargantuan air vehicle (20 ft. wide, 25 ft. long, 15 ft. high)

Speed 50 ft., full 850 ft., 95 mph (fly)

EAC 28; **KAC** 30; **Cover** cover

HP 240 (120); **Hardness** 15

Attack (Collision) 16d10 B (DC 16)

Attack linear resonator^AR (4d8 So)

Attack elite x-gen gun (4d12 P)

Modifiers –1 Piloting, –2 attack (–4 at full speed)

Systems autopilot (Piloting +24), planetary comm unit, smuggler's compartment, stealth^AR (–3); **Passengers** 6

DESCRIPTION

Pirates and adventurers use these heavily modified assault enercopters to ambush foes, escape with loot, and hide their plunder from prying sensors. The sides swing open to allow for quick assaults and retreats by their passengers. Occasionally, special operations teams will use these vehicles for false flag attacks.

PROSPECTING BUGGY

PRICE 5,400

Huge land vehicle (8 ft. wide, 15 ft. long, 7 ft. high)

Speed 15 ft., full 350 ft., 40 mph

EAC 16; **KAC** 18; **Cover** cover

HP 42 (21); **Hardness** 5

Attack (Collision) 6d6 B (DC 11)

Modifiers –2 Piloting, –4 attack (–6 at full speed)

Systems autocontrol, emplacement (sense through [vision, rock only] 500 ft.), planetary comm unit, smuggler's compartment; **Passengers** 4

DESCRIPTION

This lightweight buggy can deploy seismographic spikes and scanning equipment into the ground, allowing its crew to find and mark deposits of valuable metals and crystals. A small, sensor-resistant compartment underneath the passenger seats is designed to store traces of particularly valuable materials found while prospecting, though this is often repurposed by unscrupulous owners.

RACING CATAMARAN

PRICE 3,000

Large water vehicle (6 ft. wide, 10 ft. long, 20 ft. high)

Speed 5 ft., full 200 ft., 20 mph

EAC 12; **KAC** 13; **Cover** none

HP 31 (15); **Hardness** 2

Attack (Collision) 5d4 (DC 12)

Modifiers +4 Piloting, –3 attack (–5 at full speed)

Passengers 1

SPECIAL ABILITIES

Windrunner (Ex) As a standard action, a racing catamaran's pilot can make a DC 15 Piloting check. On a success, increase the vehicle's full speed by 50 ft./5 mph for every step the wind is above a light wind, to a maximum of twice the starting value.

DESCRIPTION

These ultra-low tech, twin-hull sailboats are used in traditional

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EAC 17; **KAC** 19; **Cover** improved cover

HP 60 (30); **Hardness** 8

Attack (Collision) 5d8 B (DC 13)

Attack harpoon (1d10 P, ignores 15 points of hardness)

Modifiers –1 Piloting, –1 attack (–3 at full speed)

Systems autocontrol, bridgespinner, planetary comm unit; **Passengers** 1

SPECIAL ABILITIES

Harpoon (Ex) This sniper weapon has a range increment of 60 ft. and the sniper (1,000 ft.) special property. When declaring an attack, the pilot can deploy a cable between the vehicle and the target. On a successful attack that deals damage, the user affixes one end of the cable to the target and the other end to any square in or adjacent to the autobridger's space. The cable can be destroyed, as titanium alloy cable line (*Starfinder Core Rulebook* 219). An autobridger holds 4,000 ft. of cable.

Bridgespinner (Ex) A phentomite autobridger can move along cable lines of at least titanium alloy strength with its crawl speed. While crawling, it can spin a bridge between the cable and another surface within 100 feet. Within an hour, this bridge hardens enough for Huge or smaller land vehicles to cross it.

DESCRIPTION

Contact and trade with the Pact Worlds has helped the phentomites of Orry develop ever-more advanced solutions to living on their shattered world, where floating continents constantly shift. Autobridgers fire cable harpoons between floating land masses and then travel along them, knitting a carbon-fiber bridge between the new cables for others to cross.

sailing competitions. They're powered solely by wind and require significant skill to operate at their full potential, but are widely beloved by those who believe themselves up to the task of sailing them.

RAVINE CRAWLER — LEVEL 1

PRICE 800
Medium climbing vehicle (5 ft. wide, 10 ft. long, 5 ft. high)
Speed 20 ft., full 150 ft., 15 mph (climb and land)
EAC 11; **KAC** 13; **Cover** none
HP 8 (4); **Hardness** 5
Attack (Collision) 3d4 (DC 12)
Modifiers –3 Piloting, –1 attack (–3 full speed)
Passengers 1

DESCRIPTION
Ravine crawlers are modified enercycles, cut down and equipped with magnet-clamps or rotating claws. Commonly used in locales such as the Midnight Trenches or the Gullet of Aballon, they're made to traverse deep ravines or urban tangles where flight is inadvisable and wheeled travel impossible.

RESCUE ENERCOPTER — LEVEL 9

PRICE 45,000
Huge air and water vehicle (10 ft. wide, 20 ft. long, 12 ft. high)
Speed 25 ft., full 750 ft., 85 mph (fly); 40 ft., full 400 ft., 45 mph (swim)
EAC 22; **KAC** 24; **Cover** total cover
HP 130 (65); **Hardness** 5
Attack (Collision) 9d10 B (DC 14)
Modifiers –2 Piloting, –3 attack (–5 at full speed)
Systems autopilot (Piloting +19), enhanced sensors[AR] (blindsense [vibration] 60 ft.), planetary comm unit; **Passengers** 6

DESCRIPTION
Rescue enercopters are specialized sealed enercopters that head into disaster areas to locate and extract survivors.

They're primarily used by search and rescue personnel but are occasionally used by adventurers as fast transports that can traverse most environments and breach walls.

SMUGGLING CRUISER — LEVEL 6

PRICE 13,800
Large land and air vehicle (10 ft. wide, 10 ft. long, 5 ft. high)
Speed 20 ft., full 500 ft., 55 mph (hover and fly)
EAC 15; **KAC** 17; **Cover** improved cover
HP 80 (40); **Hardness** 6
Attack (Collision) 6d8 B (DC 14)
Modifiers +2 Piloting, –2 attack (–4 at full speed)
Systems autopilot (Piloting +13), planetary comm unit, smuggler's compartments (2); **Passengers** 3

DESCRIPTION
Disguised as a normal passenger cruiser that moves at moderate speeds through the air or across land, this vehicle has shielded compartments hidden under its passenger seating to facilitate smuggling.

SUBMERSIBLE ASSAULT CARRIER — LEVEL 17

PRICE 825,000
Colossal sea vehicle (80 ft. wide, 440 ft. long, 60 ft. high)
Speed 50 ft., full 500 ft., 55 mph (swim)
EAC 31; **KAC** 32; **Cover** total cover
HP 340 (170); **Hardness** 20
Attack (Collision) 21d10 B (DC 16)
Modifiers –3 Piloting, –3 attack (–5 at full speed)
Systems autopilot (Piloting +30), hangar, launch catapults, unlimited comm unit; **Passengers** 250

DESCRIPTION
Submersible assault carriers are heavy, deep-water submarines, most commonly used on ocean worlds. They can carry a smaller sub, mech, or other vehicle, and they are capable of launching these craft either from the surface or deep below the waves.

VEHICLE ENCOUNTERS

High-speed vehicle chases have long been a staple of cinematic action, and Starfinder brings this adrenaline-pumping tension to your game using the vehicle tactical and chase rules [*Core Rulebook* 278-286]. Even then, there are a few considerations when introducing vehicles into your campaign to maximize these encounters' excitement and fun while also avoiding a few potential pitfalls.

VEHICLES IN TACTICAL COMBAT

Whether your PCs are facing off against space goblins driving junk dune buggies on Akiton or cybernetic ninjas riding enercycles on the streets of Verces, adding vehicles to a tactical encounter gives another dimension to the action. Vehicles provide secondary targets for the PCs to attack or defend against, such as goblins' scrapheap ATVs the PCs have to wreck before they can crash into the PCs' own vehicles and explode. Even more crucially, vehicles represent a big change to speed and action economy, with one creature piloting a vehicle while all of the passengers benefit from the free movement around the battlefield. Vehicles might even be a crucial tool in accessing an environment, such as a hovercar that enables the PCs to chase enemies escaping over the waves.

Choosing the Right Vehicle

The vehicles you choose strongly determine an encounter's feel. An skirmish with goblins in dune buggies is very different than those same goblins driving through the desert on a huge, heavily armored transport scavenging scrap metal.

Is the tactical combat likely to evolve into a chase, or is it the conclusion of a chase? If either is true, choose vehicles with capabilities similar to your PCs' vehicles. Evenly matched vehicles keep the tension high, as both parties stand a fair chance of victory. Using a vehicle with a slightly different movement form (wheeled travel compared to hover-based movement, for example) can help you create specific zones to give your PCs the advantage or disadvantage, depending on your needs.

How much cover does the vehicle provide? When a vehicle provides improved cover or total cover, its passengers usually become so difficult to harm that the vehicle itself becomes the only viable target. However, if your NPCs are of lower CR, the massive cover benefits might increase their defenses to competitive levels that keep them in the fight for a few additional rounds. Compare this to a vehicle that provides cover, partial cover, or no cover, which leaves the passengers exposed and invites gunfire between rival crews.

If you don't see the perfect vehicle in an official resource, try using the vehicle creation rules in this book (page 76) to make your own vehicle for the encounter.

Power Level

Technically, a vehicle doesn't have a Challenge Rating, and it's not part of an NPC's typical gear allowance. So how does one account for a vehicle when building and balancing an encounter?

There's no magical formula, but there are important qualitative considerations. A vehicle might simply grant a creature more mobility without significantly increasing their power, such as how ysoki on motorcycles don't have greater firepower or defenses, in which case no adjustment is needed. A vehicle that provides substantial cover, passenger space, or mobility options might significantly change the encounter, though, allowing gunners to fire freely from untouchable heights or behind durable barriers. A vehicle might even have potent integrated weapons that could exceed the passengers' usual gear allotments. In these cases, consider increasing the CR by 1, much as recommended on page 389 of the *Core Rulebook*.

Don't overlook the impact vehicles can have on the PCs' resources. A powerful vehicle might make a fun challenge, but it could also represent a huge boost to wealth if captured. In some cases, stealing such a tank is the encounter's goal, yet it could easily upset the balance of subsequent encounters. Lower-level vehicles, on the other hand, are unlikely to upset wealth and encounter balance, even if sold.

CHASE COMBAT

Many of the same considerations of vehicle choice and power levels apply to designing chase encounters, with key differences.

Terrain and Obstacles

Because vehicle chases are more abstract than tactical combat, you have the freedom to create and describe any environment you need without depicting it on a map, giving you substantial flexibility. Consider your chase zones' features and how these might facilitate or complicate maneuvers. An area with lots of small obstacles like rocks, trashcans, or pedestrians might increase the DC of Keep Pace or Speed Up actions. An area with slippery mud or wet pavement might increase the DC of Evade and Slow Down actions. Varying these conditions keeps each zone exciting, especially if those conditions might affect certain vehicles unequally. Shallow pools of acid can melt the tires off a vehicle, but a hover vehicle likely avoids this damage altogether. Smoke-filled air might endanger occupants of a vehicle that doesn't provide passengers with total cover. The ratio of how many hazards threaten the PCs versus their opponents can tip the encounter's overall challenge in either side's favor.

A basic chase is strictly linear, but environments are rarely so simple. Upon departing a zone, a vehicle might have to choose between multiple routes that later intersect and rejoin, providing the participants vital options that enhance engagement. Do the PCs veer onto the highway where their exposed position offsets
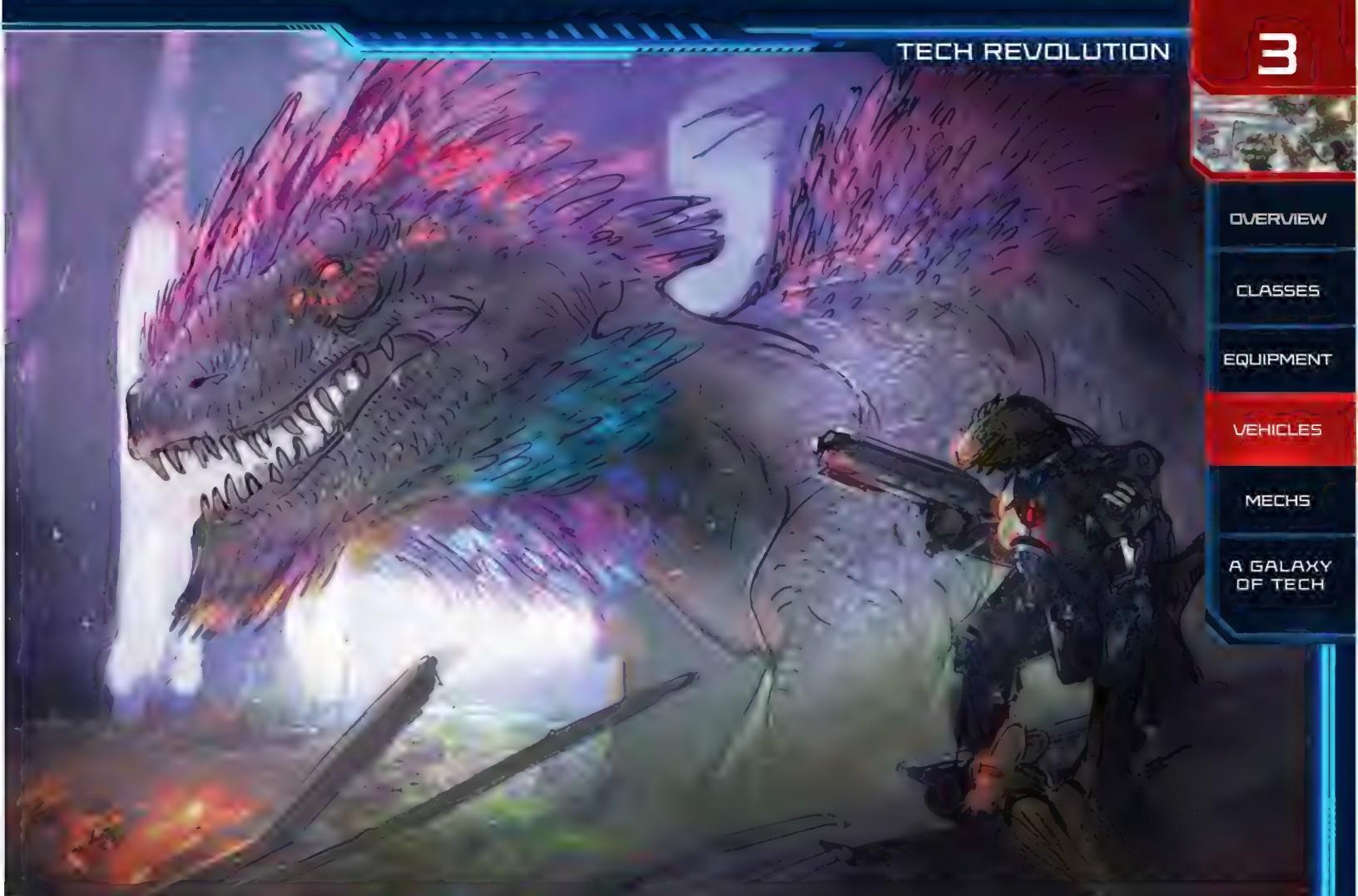
their ability to speed up, or do they detour into the crowded alleys where they enjoy cover yet must avoid more obstacles? When presenting these choices, be sure the players have enough context to infer how they will impact the experience, otherwise their actions might feel random and unfulfilling.

Pacing

Because escaping and getting left behind (*Core Rulebook* 284) are relatively easy in Starfinder, requiring only a two-zone difference, it's valuable to plan for ways to extend an important chase scene near the encounter's start and help the PCs succeed near the end. This ensures that the chase doesn't end prematurely and uneventfully, and it allows the PCs to experience the different environments you've created for them.

Extending a chase scene is more art than science, especially since bad die rolls could stymie even the best drivers. If one party is too far ahead, adding complications could slow them down, and removing earlier complications for whichever group is behind could speed them up. Be careful of using too much overt manipulation, however, as a heavy hand can dispel the idea that the chase was ever fair.

VEHICLE CAMPAIGNS

Including vehicles in a campaign changes up some expectations in adventure design, so be prepared to adapt and embrace these nuances.

Avoiding Encounters

With the right plane or submersible, clever PCs could entirely bypass whole encounters. Rather than penalize them for missing that loot and experience, let the PCs celebrate as they knowingly skip a few threats, then adapt one of the threats to provide a challenge. For example, after the PCs dodge terrestrial predators in their enercopter, they might find some of the enemy patrols have jetpacks that let them take to the air. Occasionally, you might use circumstances that limit the vehicle's use, such as inclement weather, but be wary hindering the PCs' vehicle so frequently that it feels contrived. Instead, you can softly limit vehicle use by providing objectives that require the PCs to explore a threat rather than bypass it. Then, give them a way for their vehicle to facilitate the mission, like being able to parachute past some defenses or plan a daring getaway—possible only thanks to their exploration buggy.

Party Vehicles

Vehicles are expensive, and acquiring one that can transport the whole party safely could represent a big share of the PCs' wealth. If you intend for vehicles to feature prominently in your campaign, you might treat the party's main vehicle as you would a starship in most campaigns: providing the PCs one for free and allowing upgrades as the PCs gain levels. This lets the PCs get the intended function from the vehicle without its purchase impacting their overall character wealth.

MECHS

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MECH OVERVIEW

Mechs are immense robots that combine armor, agility, and firepower into one devastating package piloted by one or more operators. In Starfinder, mechs represent powerful tools for PCs to confront far mightier foes than they could unaided. PCs might custom-build their own mechs, salvage the technology in the field, or pilot mechs provided by powerful patrons.

BUILDING AND USING MECHS

Building Mechs (page 96) provides a system for constructing custom mechs and presents a wide array of options for players to customize their machine's size, armaments, limbs, and more. The section also presents rules for multiple PCs to build an assembled mech, each create their own single-pilot mech, or split between several machines in any combination.

Mech combat (page 112) is a flexible system. Mechs use many of the existing rules for Starfinder, allowing players to jump into mech combat with ease, whether they're taking on titanic creatures, clashing with enemy mechs, or fighting off entire squads of foes single-handedly. Unlike powered armor, which functions as an extension of the operator's body that deflects

attacks rather than absorbs damage, a mech functions more like a specialized vehicle that's piloted by one or more operators. A mech has its own defenses and Hit Points, shielding its operators from harm while they give the mech commands (see page 98 for more information on mech statistics). Mech weapons (page 102) are in a class of their own, far exceeding in scale any armaments sized for PCs.

Much as with starships, acquiring or using mechs does not cost the PCs credits (in a typical campaign, mechs are not available for sale), and Starfinder campaigns can thrive with any amount of mech combat, from mech encounters every session to no mech combat whatsoever—the exact prevalence of mech encounters can be tailored to the campaign's needs and is ultimately up to the GM to decide. Mechs provide a significant power advantage that make many otherwise challenging encounters trivial, so GMs should consider being purposeful on their inclusion—such as a means to overcome impossible odds or insurmountable foes—rather than to simply trivialize challenges the PCs face.

SAMPLE MECHS

Pages 112–119 present more than a dozen examples of mechs from cultures across the galaxy, such as the Azlanti Imperator Pinion, the Daimalko Valkor, the Idaran Breacher, and the Veskarium's Warmander. The mechs detailed there are of course just examples; far stranger and rarer models are manufactured across the galaxy, as well as near-infinite custom-built mechs found throughout the Starfinder setting.

DESIGNING MECH ENCOUNTERS

Mech combat uses the same rules and functions on the same scale as most other Starfinder combats, such as using square-grid maps, means of resolving attacks, and more. As a result, designing encounters involving mechs is not substantially different from designing any other combat encounter. The following are some things to consider when designing encounters for mechs.

CR: PCs that are operating mechs appropriate for their level have an Average Party Level 3 levels higher than normal, and therefore are able to overcome stronger threats as a result; consider the following when designing encounters for mechs: First, mechs with multiple operators are typically highly maneuverable, capable of both moving and attacking skillfully. As such, slow-moving foes with limited ranged options are less threatening for PCs operating mechs that can often run circles around them. When presenting a small number of foes,

ASSEMBLE!

Some groups playing in a mech-themed campaign might want several of their individual mechs to be able to combine into a larger, amalgamated mech that they can copilot as a party. If you decide that this fits your campaign, you can allow the PCs to design two sets of mechs (using the rules for building mechs starting on page 96): the individual, component mechs; and a singular mech to represent the assembled mech, which uses all the party's Mech Points. The assembled mech should feature the weapons and systems of its component mechs, and its frame should be the same size category as the largest component mech.

Combining several mechs into an assembled mech (or disassembling an assembled mech into its component mechs) should generally take place only outside of combat; if the GM allows for in-combat mech assembly or disassembly, it takes at least one round.

Damage dealt to an assembled mech is carried over to its component mechs when it disassembles, and damage dealt to component mechs carries over to an assembled mech when they combine. To represent this, convert the mechs' current HP to a percentage of total HP (rounding down to the nearest 10%) and apply it to the assembled or disassembled forms. For example, if three component mechs have a maximum collective total of 75 HP and have a collective current HP of 35, the mech they assemble into should have 50% of its total HP. If that assembled mech takes damage that reduces it to 40% of its total HP and then disassembles, the three component mechs should have a collective current HP of 40% (or 30) HP, divided among them such that no individual mech regains Hit Points from assembling or disassembling.

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consider favoring maneuverable or long-range combatants, or consider providing terrain or objectives that encourage the PCs to engage the enemy at close range.

Second, many mech weapons excel at attacking multiple targets at once, so mechs excel at fending off large numbers of lesser foes. Enemies whose CR are lower than the mech's tier rarely pose a threat to the mech, unless they're in large groups. However, using only a few mechs to defeat a small army (or a large foe with numerous minions) can be extremely gratifying.

Experience: Even though the PCs can overcome much more powerful threats than usual in a mech, mech encounters should provide a similar amount of experience to encounters appropriate for the PCs' APL. Combat encounters the PCs overcome while using mechs typically grant experience points as though the CR of each challenge were 3 lower than usual. Do not reduce the experience points earned from challenges that aren't substantially affected by the PCs' access to mechs, such as story awards for performing heists or overcoming encounters without mech combat.

Space: Mechs are big. Huge mechs may be able to navigate conventional adventure spaces, but Gargantuan and Colossal mechs require a larger area to maneuver and fight effectively. When creating mech encounters, aim to provide each mech at least four times as much area to maneuver in than the mech occupies, and make sure any paths, halls, or other passageways are large enough to accommodate all of the combatants. Alternatively, if the goal is to create an encounter where the mech is forced to struggle to maneuver or engage foes due to restrictive terrain, consider treating the encounter's Challenge

TRANSFORM!

Another exciting possibility for mechs is giving them the ability to transform between a mech and a vehicle form. If this functionality fits the role of mechs in your campaign, you can allow for one or more vehicles obtained by the PCs (such as through purchases or adventure rewards) to transform into one or more mechs. Transforming mechs should be no more than one size category larger than their vehicle form (for example, a Huge vehicle might transform into a Huge or Gargantuan mech).

As with assembling mechs (page 92), such involved transformation should generally take place only outside of combat, and damage sustained in either mech or vehicle form should be retained between forms. As described in the Assemble! sidebar, convert HP to a percentage of total each time a transformation occurs and ensure that no mech or vehicle regains Hit Points merely by transforming. Effects that restore Hit Points to vehicles don't function on vehicles that can transform into mechs.

Rating as at least 1 lower. An encounter in which the PCs fight an immense foe by exploiting claustrophobic terrain can offer fun tactical challenges!

NPC Mechs: Nonplayer character mechs are built using a different set of guidelines to provide a balanced encounter for player characters. See page 109 for advice on building NPC mechs.

Most Azlanti mechs feature an aeon core that converts magic into unrivaled mechanical energy.

The mech's lone eye captures the imposing remorselessness of the Azlanti Star Empire's soldiers.

A chute in the chest dispatches flying drones for reconnaissance and interception of agile targets.

A frame rich in skymetals stores energy but recharges slowly, making these mechs deliberate combatants.

Forearms can sometimes contain arcane explosives, used to self-destruct the mech in dire situations.

Force projectors along the knees and knuckles and/or energy shields the mech can manifest to deflect attacks.

Embedded sensors enable some mechs to sense ambient magic, helping them track spellcasting targets.

The Duality's sensors can easily navigate obscured environments.

The reinforced Cyclops shields pilots from radiation and heat.

The Chevron's wide vision and armor suits security mechs.

The Beacon caters to mechs intended for low-combat tasks.

AbadarCorp customizes its machines' paint jobs for its diverse array of clients.

AbadarCorp's mission is modularity. The mech's major components can be readily swapped out to fit any task.

These mechs often feature broad hoverpads in the lower limbs that facilitate smooth movement over softer surfaces.

Popular arm modules for this mech include the Tech Team, which enables the mech to perform delicate engineering tasks, and the Vault, which replaces the hand with a triple-locking storage case for carrying a priceless payload.

BUILDING MECHS

Mechs show up in a wide range of forms and functions, not only varying by manufacturer but also as a result of their crew, faction, or world of origin. Regardless of the wide variety of appearances or particular abilities, mechs all share a set of statistics that govern their operation, and any number of different mechs can be built following the same step-by-step process.

UNDERSTANDING MECHS

Mechs and their base frames are described using stat blocks that include a number of pieces of information. Each statistic listed in a mech or mech frame statblock is defined below. Explanations for how to calculate a mech's various statistics appear in the final step of Building a Mech (pages 97–98).

- **Tier:** A mech's tier represents its overall power level, impacts its statistics, and determines many options when building mechs.
- **Size and Frame:** A mech's frame determines its size category and informs its statistics. It might have an attribute in parentheses (such as flight) that informs other options.
- **Operators:** Each mech can accommodate a certain number of operators. A mech can't function unless it has at least the minimum number of operators required and can't accommodate more operators than this range's maximum value.
- **Power Points (PP):** A mech's power core (see below) provides it with a certain number of Power Points, which can be used to power auxiliary systems, perform special abilities (page 113), and more. The mech's initial PP is noted, with the rate at which PP regenerates each turn and a maximum PP listed in parentheses.
- **Speed:** This is the mech's land speed (based on its frame), followed by any additional speeds and types of movement the mech has.
- **Slots:** Each mech frame has frame slots and auxiliary (aux) slots. Frame slots allow mounting weapons, and aux slots can each accommodate one auxiliary system. Some limbs also grant slots for weapons; lower limbs and upper limbs grant lower limb slots and upper limb slots, respectively. A mech can't equip more weapons or auxiliary systems than it has corresponding slots.
- **Senses:** This lists the mech's special senses. Most mechs have at least low-light vision, darkvision with a range of 120 feet, and blindsense (vibration) with a range of 30 feet.
- **Hit Points (HP):** This is the total amount of damage a mech can take before it becomes inoperable. If a mech takes twice this amount of damage, it is destroyed.
- **Shield Points (SP):** Mechs project personal force shields that dampen incoming damage, represented by Shield Points (SP), which function in many ways like temporary Hit Points (see Taking Damage on page 114 for more information).
- **Hardness:** Most mechs have a hardness value (*Starfinder Core Rulebook* 409), determined by their frame and tier, that reduces incoming damage they take.
- **EAC and KAC:** A mech's Energy Armor Class and Kinetic Armor Class is determined by its tier, frame, and limbs.

- **Saving Throw Bonuses:** Some mech frames provide the mech a bonus to Fortitude and/or Reflex saving throws.
- **Immunities:** Mechs have the construct immunities universal creature rule (*Alien Archive* 153).
- **Attack Bonus:** Each mech has a bonus added to its attack rolls, based on its tier.
- **Weapons:** A mech's stat block lists the melee and ranged weapons installed in its frame slots. Each weapon lists its weapon slot, damage, and any special properties.
- **Space and Reach:** This lists the mech's space and reach, which are based on its size category. A Huge mech's reach is 15 feet, a Gargantuan mech's reach is 20 feet, and a Colossal mech's reach is 30 feet.
- **Strength:** A mech doesn't have ability scores, but it does have an effective Strength modifier, based on its frame and tier, for calculating its melee damage modifiers, resolving Strength checks to break objects, and determining its carrying capacity (see Other Mech Features below).
- **Power Core:** This is the source of a mech's energy and Power Points (see above). If a power core has a power core template (page 102) applied, that is listed in parentheses.
- **Lower Limbs and Upper Limbs:** A mech's limbs modify a variety of the mech's statistics and might grant additional movement options. Upper limbs are listed with their attack bonuses in parentheses.
- **Auxiliary Systems:** These systems augment a mech's capabilities and might grant it additional abilities.
- **Upgrades:** These are a mech's miscellaneous upgrades, representing further specialization of a mech's technology. Any adjustments to a mech's statistics are already included in its stat block.
- **Cost:** The Mech Point cost for the frame, which is determined by the mech's tier.

Other Mech Features

The following apply to all mechs.

Carrying Capacity: A mech can carry its equipment, operators, cargo hold contents, and small loads without tracking carrying capacity. A mech becomes encumbered when carrying an amount of bulk equal to or greater than 20 × its Strength modifier and becomes overburdened when carrying an amount of bulk equal to or greater than 40 × its Strength modifier.

Computer: A mech houses a personal comm unit and a tier 1 computer that primarily coordinates the mech's movements and systems. The computer's tier increases by 1 at mech tier 4 and every 4 tiers thereafter. The superior computer upgrade (page 108) can enhance the computer's performance.

BUILDING A MECH

This section details the steps to creating a customized mech. No matter the size, form, or intended function, each mech is created using the same process, which involves purchasing features such as frames, limbs, and armaments that modify the mech's statistics, provide additional actions, or augment the mech's functions. The result could be an agile skirmisher, an armor-plated quadruped brimming with missiles, or many other possibilities.

A mech sheet is provided on page 165.

Step 1: Conceptualize

Start by deciding what kind of mech you're designing, with a general idea of its purpose and required number of operators.

Step 2: Allocate Mech Points

As a group, your party has a pool of Mech Points (MP) with which to create one or more mechs, with each PC contributing a number of points to the pool based on their level (see Table 4-1: Mech Points per PC, below). The group can then pool or divvy up these MP as they see fit to create one or more mechs, whether it be a single-pilot mech for each PC, one assembled mech for the whole party (page 92), or a combination of mechs in between. No one mech can be built using more than three times the MP of any other mech in the group.

The party determines a mech's tier based on the number of MP they assign to the mech (see Table 4-2: Minimum Mech Points below for the minimum number of MP required to build a mech of a given tier). The mech's tier can't exceed the party's Average Party Level (APL) by more than 1.

For example, a group of four 5th-level PCs would have a total of 300 MP and an APL of 5. They could create one mech with the 300 MP, and although its maximum tier would be 6, the PCs would have lots of leftover MP to spend on additional features for it. Alternatively, they might create three tier-5 mechs. If each PC wanted their own single-pilot mech, they might instead split the MP evenly, each spending 75 MP to create their own tier-4 mech.

At the GM's discretion, the mechs the PCs build might be more or less powerful than these guidelines suggest.

Step 3: Select Frame

Each mech has a frame, a reinforced torso that houses its power core, operators, and various systems. A mech's frame determines its size category, crew complement, Hit Points, frame slots, auxiliary slots, speed, EAC, KAC, and hardness. Each frame costs a number of MP based on the mech's tier. Frames are listed beginning on page 98.

Step 4: Select Limbs

Each mech includes a set of upper limbs and lower limbs. Unless your mech has a special ability that allows it to install an exceptional number of limbs, each mech includes only one set of upper limbs and one set of lower limbs, and each set can affect the mech's Hit Points, speed, weapon slots, attack modifiers, EAC, and KAC. Upper limbs and lower limbs are listed on page 101.

Step 5: Select Power Core

A mech's power core determines how much power it can store and generate, measured in Power Points (PP), which allow the mech to perform exceptional actions. Power cores are listed on page 102.

Step 6: Select Weapons

A mech can mount as many weapons as it has frame slots, upper limb slots, and lower limb slots. A weapon's level determines its damage and MP cost; each weapon also gains a simple template based on its type that can affect its damage, range, and special abilities. A mech must either mount or hold any weapons in its available weapon slots. Weapons are listed starting on page 103.

Step 7: Select Auxiliary Systems

Each mech frame provides auxiliary slots, each of which can accommodate one auxiliary system to provide additional capabilities. These systems don't cost additional MP. Auxiliary systems are listed beginning on page 106.

Step 8: Select Upgrades

If you have leftover Mech Points, you can spend them on miscellaneous upgrades, such as a frame reinforcement that provides additional HP or an enhancement to the mech's speed. Upgrades are listed on page 108.

Step 9: Add Details

Finally, determine your mech's remaining statistics using the information in Mech Statistics (page 98) and record them on the mech sheet (page 165). You might also want to give your mech a name, quirks, a physical description, and so on.

TABLE 4-1: MECH POINTS PER PC

PC LEVEL	MP PER PC
1	15
2	30
3	45
4	60
5	75
6	90
7	105
8	120
9	135
10	150
11	165
12	180
13	195
14	210
15	225
16	240
17	255
18	270
19	285
20	300

TABLE 4-2: MINIMUM MECH POINTS

MECH TIER	MINIMUM MP
1	30
2	45
3	60
4	75
5	90
6	105
7	120
8	135
9	150
10	165
11	180
12	195
13	210
14	225
15	240
16	255
17	270
18	285
19	300
20	315

MECH STATISTICS

Use the following table and formulas to generate a mech's statistics. Note that some mech components, such as upgrades, might further modify these statistics.

Hit Points (HP)

Base HP from frame and limbs + (Hit Point Advancement from frame and limbs × tier)

Shield Points (SP)

See Table 4-3.

Hardness

Hardness from frame + hardness bonus (see Table 4-3)

Armor Class

Base AC (see Table 4-3) + bonuses from frame and limbs

Saving Throws

Base save bonus (see Table 4-3) + bonuses from frame and lower limbs

Attack Bonus

Base attack bonus (see Table 4-3) + the operator's base attack bonus or ranks in the Piloting skill + bonuses from upper limbs

Damage Modifier

Tier (+ Strength modifier [see Table 4-3] for melee attacks)

Strength Modifier

Strength modifier (see Table 4-3) + bonus from frame

TABLE 4-3: MECH STATISTICS BY TIER

TIER	SP	HARDNESS BONUS	BASE AC	BASE SAVE BONUS	BASE ATTACK BONUS	STRENGTH MODIFIER
1	5	+0	14	+2	+8	+0
2	7	+1	15	+3	+8	+0
3	9	+1	16	+4	+8	+0
4	11	+2	18	+5	+8	+1
5	13	+2	19	+5	+9	+1
6	15	+3	20	+6	+9	+1
7	17	+3	21	+7	+9	+2
8	19	+4	23	+8	+9	+2
9	21	+4	24	+8	+9	+2
10	23	+5	25	+9	+10	+3
11	25	+5	26	+10	+10	+3
12	27	+6	28	+11	+10	+3
13	29	+6	29	+11	+10	+4
14	31	+7	30	+12	+10	+4
15	33	+7	31	+13	+11	+4
16	35	+8	33	+14	+11	+5
17	37	+8	34	+14	+11	+5
18	39	+9	35	+15	+11	+5
19	41	+9	36	+16	+11	+6
20	43	+10	38	+17	+12	+6

FRAME

A mech's armored torso comprises its frame, which not only houses essential machinery but also determines the mech's size and the number of operators it can accommodate. A mech's frame also affects many of its statistics, such as EAC, KAC, and hardness. Each frame's cost is based on the mech's tier. The base frames that follow are organized by category.

Amphibious Frames

Amphibious frames may have a slower land speed than most other frame types, but they excel at navigating in water.

BOGRIPPER

Huge mech (amphibious)
Base HP 10; **HP Advancement** 8; **Hardness** 0
EAC +2; **KAC** +4; **Fort** +2; **Ref** +0
Speed 30 ft., swim 60 ft.; **Strength** +4
Frame Slots 2; **Aux Slots** 2
Operators 1-2
Cost 2 × tier

SWAMPSTALKER

Gargantuan mech (amphibious)
Base HP 10; **HP Advancement** 9; **Hardness** 1
EAC +2; **KAC** +3; **Fort** +2; **Ref** +0
Speed 30 ft., swim 60 ft.; **Strength** +5
Frame Slots 3; **Aux Slots** 4
Operators 2-6
Cost 3.5 × tier

SEAHELLION

Colossal mech (amphibious)
Base HP 15; **HP Advancement** 10; **Hardness** 2
EAC +1; **KAC** +3; **Fort** +2; **Ref** +0
Speed 30 ft., swim 60 ft.; **Strength** +5
Frame Slots 4; **Aux Slots** 4
Operators 2-6
Cost 4 × tier

Combat Frames

Combat frames are heavy-hitting, heavily armored bruisers.

SKIRMISHER

Huge mech (combat)
Base HP 10; **HP Advancement** 8; **Hardness** 0
EAC +2; **KAC** +3; **Fort** +1; **Ref** +1
Speed 60 ft.; **Strength** +4
Frame Slots 2; **Aux Slots** 2
Operators 1-2
Cost 2 × tier

LEGIONNAIRE

Gargantuan mech (combat)
Base HP 10; **HP Advancement** 9; **Hardness** 1
EAC +2; **KAC** +2; **Fort** +1; **Ref** +1
Speed 60 ft.; **Strength** +5
Frame Slots 3; **Aux Slots** 4
Operators 2-6
Cost 3.5 × tier

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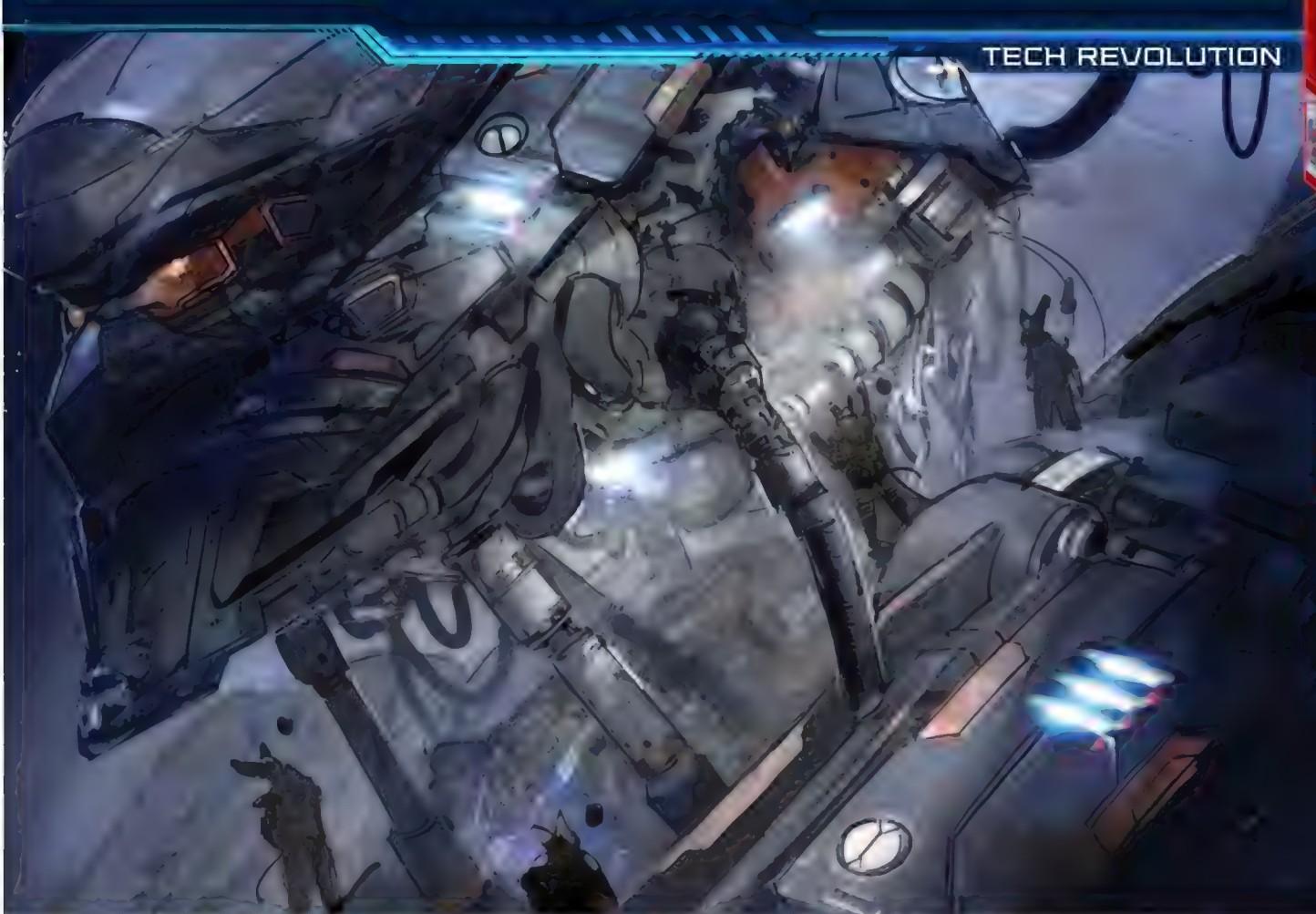
JUGGERNAUT

Colossal mech (combat)
Base HP 10; **HP Advancement** 10; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +1
Speed 40 ft.; **Strength** +5
Frame Slots 4; **Aux Slots** 4
Operators 2–6
Cost 4 × tier

Flight Frames

Flight frames boast a combination of thrusters and wings for midair maneuverability.

SHARPWING

Huge mech (flight)
Base HP 10; **HP Advancement** 7; **Hardness** 0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +1
Speed 20 ft., fly 60 ft. (average); **Strength** +2
Frame Slots 2; **Aux Slots** 2
Operators 1–2
Cost 2.5 × tier

HEAVENSPIERCER

Gargantuan mech (flight)
Base HP 10; **HP Advancement** 8; **Hardness** 0
EAC +1; **KAC** +2; **Fort** +0; **Ref** +1
Speed 20 ft., fly 60 ft. (average); **Strength** +3
Frame Slots 3; **Aux Slots** 4

Operators 2–6
Cost 3.5 × tier

LEVIATHAN

Colossal mech (flight)
Base HP 10; **HP Advancement** 9; **Hardness** 1
EAC +1; **KAC** +1; **Fort** +0; **Ref** +1
Speed 20 ft., fly 40 ft. (average); **Strength** +4
Frame Slots 4; **Aux Slots** 4
Operators 2–6
Cost 4 × tier

Phase Frames

Phase frames have the capability of performing short-range skips across the battlefield.

CHARGER

Huge mech (phase)
Base HP 10; **HP Advancement** 8; **Hardness** 0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +1
Speed 60 ft.; **Strength** +3
Frame Slots 2; **Aux Slots** 3
Operators 1–2
Cost 2.5 × tier

BLINKSTRIKER

Gargantuan mech (phase)
Base HP 10; **HP Advancement** 9; **Hardness** 0
EAC +1; **KAC** +2; **Fort** +0; **Ref** +1

Speed 60 ft.; **Strength** +4
Frame Slots 3; **Aux Slots** 5
Operators 2–6
Cost 4 × tier

FURYJUMPER

Colossal mech (phase)
Base HP 10; **HP Advancement** 10; **Hardness** 1
EAC +1; **KAC** +1; **Fort** +0; **Ref** +1
Speed 40 ft.; **Strength** +5
Frame Slots 3; **Aux Slots** 5
Operators 1–2
Cost 4.5 × tier
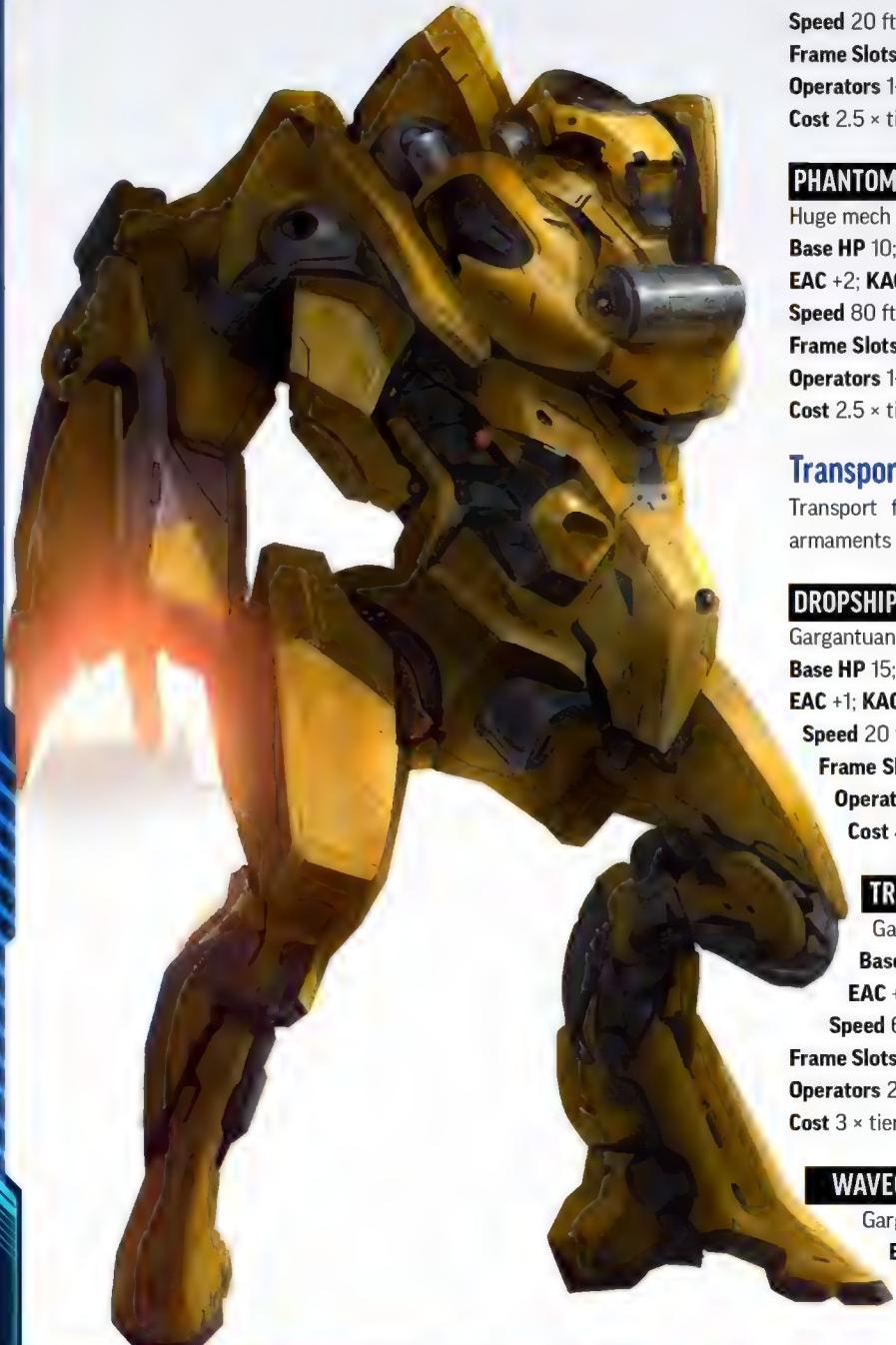
Recon Frames

A recon frame allows for fast and stealthy movement.

MARSHGHOST

Huge mech (amphibious, recon)
Base HP 10; **HP Advancement** 7; **Hardness** 0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +2
Speed 40 ft., swim 80 ft.; **Strength** +2
Frame Slots 1; **Aux Slots** 3
Operators 1–2
Cost 2 × tier

SKYSPY

Huge mech (flight, recon)
Base HP 10; **HP Advancement** 7; **Hardness** 0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +2
Speed 20 ft., fly 80 ft. (average); **Strength** +2
Frame Slots 1; **Aux Slots** 3
Operators 1–2
Cost 2.5 × tier

PHANTOM

Huge mech (phase, recon)
Base HP 10; **HP Advancement** 7; **Hardness** 0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +2
Speed 80 ft.; **Strength** +2
Frame Slots 1; **Aux Slots** 4
Operators 1–2
Cost 2.5 × tier

Transport Frames

Transport frames trade out some of a mech's traditional armaments and agility for utility and storage.

DROPSHIP

Gargantuan mech
Base HP 15; **HP Advancement** 9; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +0
Speed 20 ft., fly 60 ft. (average); **Strength** +3
Frame Slots 2; **Aux Slots** 5
Operators 2–6
Cost 4 × tier

TROOPTANK

Gargantuan mech
Base HP 15; **HP Advancement** 9; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +0
Speed 60 ft.; **Strength** +3
Frame Slots 2; **Aux Slots** 5
Operators 2–6
Cost 3 × tier

WAVECRASHER

Gargantuan mech
Base HP 15; **HP Advancement** 9; **Hardness** 2
EAC +1; **KAC** +2; **Fort** +1; **Ref** +0
Speed 30 ft., swim 60 ft.; **Strength** +3

Frame Slots 2; **Aux Slots** 5
Operators 2-6
Cost 3 × tier

LOWER LIMBS

A mech's lower limbs typically take the form of legs, though hover pads and tank treads are common alternatives. A mech is limited to a single set of lower limbs. Lower limbs modify a variety of the mech's statistics and might grant additional movement options or provide additional uses for Power Points.

BIPED, BASIC

These legs provide basic mobility and little else.
Base HP +0; **Hit Point Advancement** +0
EAC +0; **KAC** +1; **Fort** +0; **Ref** +0
Lower Limb Slots 0; **Speed** +0; **Other Movement** None
Cost 0

BIPED, AGILE

These legs provide a boost in mobility and protection.
Base HP +0; **Hit Point Advancement** +0
EAC +2; **KAC** +2; **Fort** +0; **Ref** +1
Lower Limb Slots 0; **Speed** +10 ft.; **Other Movement** None
Cost 1.5 × tier

BIPED, FAST

These lean and powerful legs enable sudden bursts of speed.
Base HP +2; **Hit Point Advancement** +0
EAC +1; **KAC** +1; **Fort** +0; **Ref** +1
Lower Limb Slots 0; **Speed** +20 ft.; **Other Movement** None
Sprint (1 PP) The mech gains a +10-foot enhancement bonus to its speed for 1 round.
Cost 1 × tier

BIPED, HEAVY

These armored legs limit speed but grant extreme durability.
Base HP +4; **Hit Point Advancement** +1
EAC +1; **KAC** +1; **Fort** +1; **Ref** +0
Lower Limb Slots 1; **Speed** +10 ft.; **Other Movement** None
Trample (2 PP) As a full action, the mech uses the trample universal creature ability. This deals low bludgeoning damage, as a mech weapon with a level equal to the mech's tier. The Reflex save DC equals 12 + 1/2 × the mech's tier.
Cost 2 × tier

HOVERPAD

In place of legs, the mech rides atop a broad anti-gravity array.
Base HP +0; **Hit Point Advancement** +0
EAC +1; **KAC** +1; **Fort** +0; **Ref** +0
Lower Limb Slots 0; **Speed** +0 ft.; **Other Movement** Fly +10 ft. (perfect, maximum elevation 5 ft.)
Cost 1 × tier

QUADRUPED

The mech has four spider-like legs that provide exceptional stability.
Base HP +4; **Hit Point Advancement** +0

EAC +0; **KAC** +2; **Fort** +1; **Ref** +1
Lower Limb Slots 1; **Speed** +10 ft.; **Other Movement** None
Special The mech gains a +4 bonus to its KAC against bull rush and trip combat maneuvers.
Cost 1.5 × tier

TRACKED

The mech rides atop powerful treads rather than legs.
Base HP +8; **Hit Point Advancement** +1
EAC +0; **KAC** +2; **Fort** +1; **Ref** +0
Lower Limb Slots 0; **Speed** +0 ft.; **Other Movement** None
Cost 1.5 × tier

UPPER LIMBS

A mech's upper limbs typically represent a pair of arms, though they can be found in other forms, such as multiple limbs or even mechanical tentacles. A mech is limited to a single set of upper limbs. Upper limbs modify a variety of the mech's statistics and may provide additional uses for Power Points.

Some upper limbs have attack modifiers marked with an asterisk (*). Choose either the melee or ranged attack modifier and increase it by 1 when you purchase these upper limbs.

BASIC ARMS

These arms can wield weapons but provide few other benefits.
Hit Point Advancement +0; **EAC** +1; **KAC** +1
Upper Limb Slots 2; **Melee Attack** +0; **Ranged Attack** +0
Cost 0

ASSAULT ARMS

Built to carry a small arsenal, these arms turn any mech into a one-machine army.
Hit Point Advancement +0; **EAC** +1; **KAC** +2
Upper Limb Slots 3; **Melee Attack** +0*; **Ranged Attack** +0*
Dual Strike (1 PP) When making a full attack with two different weapons mounted on your arms, you attack twice with one weapon and once with the other. You take a –4 penalty to these attacks.
Cost 1 × tier

POWERFUL ARMS

These arms provide the mech with legendary strength.
Hit Point Advancement +0; **EAC** +1; **KAC** +2
Upper Limb Slots 2; **Melee Attack** +1; **Ranged Attack** +0
Special Increase the mech's Strength modifier by 1.
Cost 1 × tier

PRECISION ARMS

These lightweight arms boast peerless stability and accuracy.
Hit Point Advancement +0; **EAC** +1; **KAC** +1
Upper Limb Slots 2; **Melee Attack** +1*; **Ranged Attack** +1*
Cost 1 × tier

TOUGH ARMS

These shield-like arms deflect and resist incoming attacks.
Hit Point Advancement +1; **EAC** +2; **KAC** +2
Upper Limb Slots 2; **Melee Attack** +0; **Ranged Attack** +0
Cost 1 × tier

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POWER CORE

A mech's power core generates all the energy necessary to pilot the mech and operate its major functions. Each power core also generates some excess energy, measured as Power Points (PP; see page 113), which an operator can expend to enhance the mech's performance and execute extraordinary maneuvers. Each power core has: a rate, representing the number of PP it generates at the end of its turn; an initial value, representing the number of PP a mech has when it begins an encounter; and a maximum (shown in parentheses), representing the maximum PP the core can store during combat. A mech can use only a single power core.

Optionally, a power core can acquire one power core template that modifies some of its statistics or provides additional ways to generate or use Power Points.

Cost: A mk 0 power core (dynamo or eternal) is free. Every other power core costs a number of MP equal to the power core's mk rating multiplied by the mech's tier. For example, a mk 3 eternal core for a tier 9 mech costs 27 MP.

TABLE 4-4: POWER CORES

POWER CORE	RATE	INITIAL (MAXIMUM)
Dynamo, mk 0	2	0 (5)
Dynamo, mk 1	2	1 (6)
Dynamo, mk 2	3	1 (7)
Dynamo, mk 3	3	2 (8)
Dynamo, mk 4	4	3 (9)
Eternal, mk 0	1	4 (8)
Eternal, mk 1	1	5 (10)
Eternal, mk 2	1	6 (13)
Eternal, mk 3	2	7 (15)
Eternal, mk 4	2	9 (18)

AEON CORE TEMPLATE

Developed by the Azlanti Star Empire, this power core template converts magical energy into mechanical force.

Prerequisite Can be applied only to an eternal core.

Rate +0; **Initial** –1; **Maximum** –1

Special Once per round, an operator can expend an unused spell slot to grant the mech a number of Power Points equal to half the spell slot's level, rounded down.

Cost 0

BATTLE CORE TEMPLATE

This template, blessed by priests of Damoritosh, takes the Conqueror's divine favor and converts it into mechanical adrenaline.

Prerequisite Can be applied only to a core with a rate greater than 1.

Rate –1; **Initial** +0; **Maximum** +1

Special Once per turn when the mech defeats or scores a critical hit against a significant enemy (*Core Rulebook* 242; treat the mech's tier as its character level for this purpose), the power core's rate increases by 2 until the beginning of its next turn. If the mech scores a critical hit that defeats a significant enemy, the rate instead increases by 3 until the beginning of the mech's next turn.

Cost 1/2 × tier

CORPSEGNAWER CORE TEMPLATE

Eoxian engineers pioneered this core template, granting the mech an insatiable hunger for souls.

Rate +0; **Initial** +0; **Maximum** +0

Special As a standard action, the mech can draw the residual life energy out of a creature within its reach that died within the past minute. The power core's rate increases by 1, which lasts 1 round for every 4 levels or CR the dead creature possessed. The mech can't draw energy from the same creature more than once, and the creature's level or CR must be at least half the mech's tier (minimum 1). A mech can't increase its rate by more than 1 in this way.

Cost 1/2 × tier

SCRAPPER CORE TEMPLATE

This power core template is programmed to grant exceptional power when its mech is at greatest risk.

Rate +0; **Initial** +0; **Maximum** +0

Special Whenever the mech gains a system failure condition, the mech gains 1d4 Power Points. The mech can exceed its PP maximum in this way, but any excess PP not expended by the end of its next turn are lost.

Cost 1 × tier

WEAPONS

Engineers have designed and adapted a wide range of weapons for mechs to use. Each weapon combines two factors—the weapon's level and a weapon template—to determine its statistics and MP cost. Mech weapons use many of the same rules as standard weapons (*Core Rulebook* 168), including damage types, targeting Armor Class, damage, range, critical hits, capacity, usage, and weapon special properties.

Mech weapons also use the following key statistics.

Level: This denotes the weapon's relative power. A mech can't use a weapon with a level that exceeds its tier by more than 1.

Weapon Template: Each weapon uses a weapon template that determines the weapon's basic shape and functions, such as a laser cannon or sword. A weapon template modifies some combination of the weapon's statistics, such as damage, damage type, range, and special weapon properties.

Damage: Each weapon deals low, medium, high, or extreme damage based on the weapon's level when it successfully hits a target; see Table 4-5: Weapon Damage on page 104 for the damage dealt by weapons of a given level. A mech also adds its tier to the damage dealt by weapons it wields, and a mech adds its Strength modifier to its damage with melee weapons.

Slots: These are the number and types of slots that a mech must devote to equipping and wielding the weapon. Slot types include frame, lower limb, and upper limb.

Capacity: This is the number of attacks a mech can perform with the weapon before needing to reload as a move action. Each mech can carry two additional sets of ammunition, unless it has one or more ammo reserve auxiliary systems.

Power Point: Many weapons have a special ability that the mech can only perform by expending one or more Power Points; the number of PP used is listed in parentheses.

Cost: This is the cost of the weapon in MP. Each weapon's cost is based on the weapon's level.

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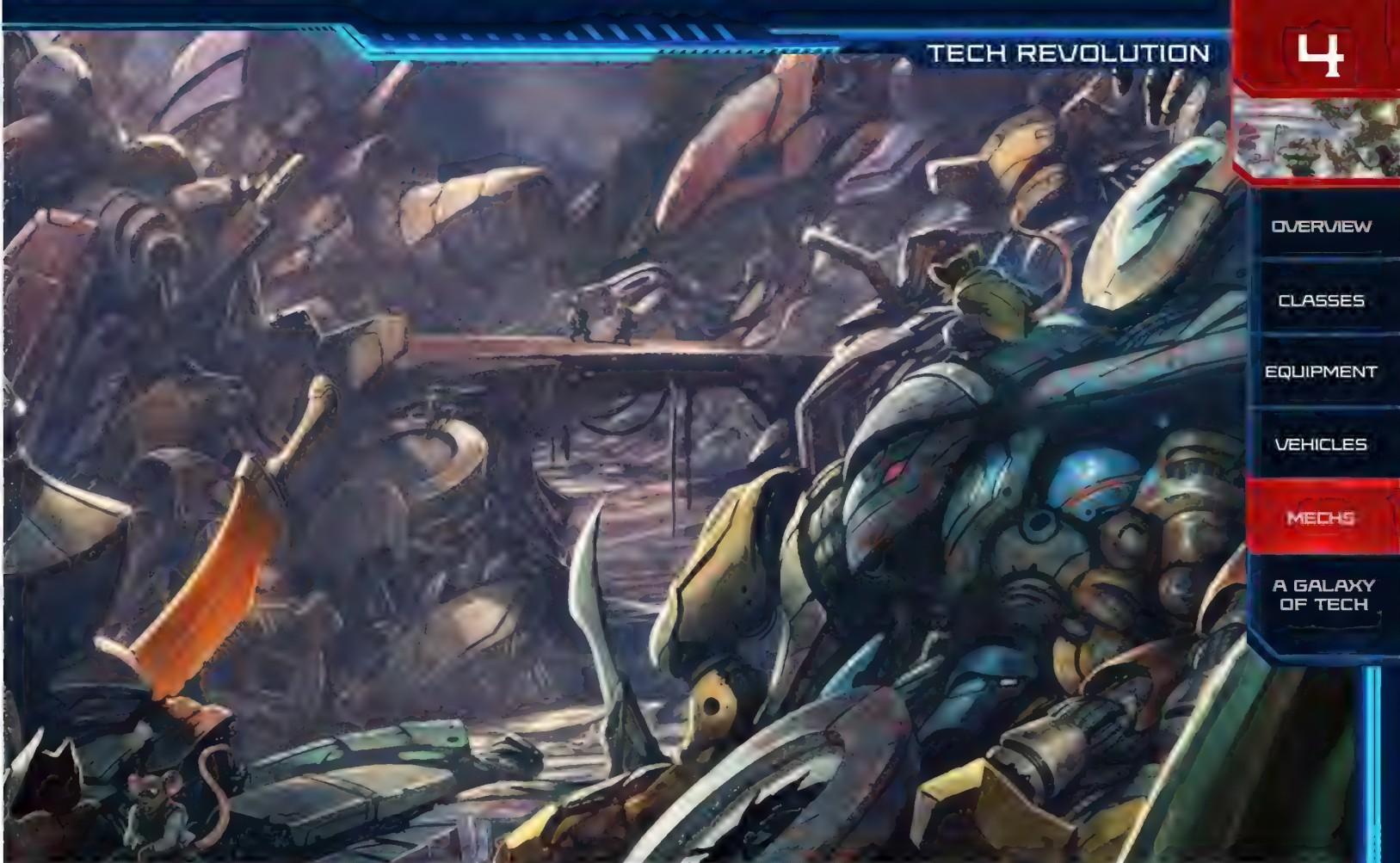
Weapon Templates

The following are weapons commonly used by mechs.

ACID DART RIFLE

Streams of potent, sizzling acid fly from the barrel of this fortified gun.

Type ranged; **Range** 150 ft.; **Special** automatic
Damage medium; **Damage Type** A; **Critical** corrode
Slots 1 (frame or upper limb); **Capacity** 10
Cost 3.5 × level

ALLOYED SWORD

This sword is made of the finest adamantine alloy honed to a razor-sharp edge.

Type melee; **Special** analog, penetrating, thrown (20 ft.)
Damage low; **Damage Type** S; **Critical** —
Slots 1 (upper limb)
Cost 2.5 × level

AUTOSPEAR

This weapon's pointed head conceals a flechette cannon.

Type melee or ranged (when engaged only); **Special** reach, thrown (40 ft.)
Damage medium; **Damage Type** P; **Critical** —
Slots 2 (upper limb)
Projectile Mode (1 PP) As a move action, the mech reconfigures the autospear from a melee weapon into a ranged weapon that fires flechettes. The autospear loses the reach and thrown weapon special properties in this form and gains the line weapon special property, a range of 100 feet, and a capacity of 5. The autospear's other statistics don't change. The mech can reconfigure the autospear back into a melee weapon as a move action, which expends no additional Power Points.
Cost 2 × level

BATTLE STAFF

This rod of forged steel is an impenetrable defensive tool that can deliver devastating blows.

Type melee; **Special** analog, blocking, reach, trip
Damage low; **Damage Type** B; **Critical** —
Slots 2 (upper limb)
Cost 2 × level

BUZZBLADE

This serrated blade whirs as it slashes through enemy lines.

Type melee; **Special** thrown (20 ft.)
Damage medium; **Damage Type** S; **Critical** bleed
Slots 1 (upper limb or lower limb)
Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the buzzblade had the blast weapon special property. The length of the cone equals the mech's reach with the buzzblade.
Cost 3.5 × level

CHAINWHIP

This whip made of heavy chain links can provide devastating melee attacks or creative tactical options.

Type melee; **Special** analog, reach, trip

TABLE 4-5: WEAPON DAMAGE

LEVEL	LOW DAMAGE	MEDIUM DAMAGE	HIGH DAMAGE	EXTREME DAMAGE
1	1d4	1d6	1d10	1d12
2	1d6	1d8	2d6	2d8
3	2d4	2d6	2d8	2d10
4	2d6	2d8	2d10	2d12
5	3d4	3d6	3d8	3d10
6	3d6	3d8	3d10	3d12
7	5d4	4d6	4d8	4d10
8	6d4	5d6	4d10	4d12
9	7d4	4d8	5d8	5d10
10	8d4	6d6	5d10	5d12
11	9d4	6d8	6d10	6d12
12	10d4	9d6	7d10	7d12
13	11d4	10d6	8d10	8d12
14	12d4	9d8	9d10	9d12
15	10d6	10d8	10d10	10d12
16	11d6	11d8	11d10	11d12
17	12d6	12d8	12d10	12d12
18	13d6	13d8	13d10	13d12
19	14d6	14d8	14d10	14d12
20	15d6	15d8	15d10	15d12

Damage low; **Damage Type** B; **Critical** —
Slots 1 (upper limb)
Lash (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the chainwhip had the blast weapon special property. The length of the cone equals the mech's reach with the chainwhip.
Cost 3 × level

FLAME DOSHKO

This triple-laser-bladed axe can sweep enemies aside or be thrown for devastating damage.
Type melee; **Special** thrown (20 ft.)
Damage medium; **Damage Type** F; **Critical** burn
Slots 2 (upper limb)
Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the flame doshko had the blast weapon special property. The length of the cone equals the mech's reach with the flame doshko.
Cost 2.5 × level

FLAMETHROWER

This rotating nozzle spews gouts of bone-melting flame from a fuel pack installed deep inside a mech.
Type ranged; **Range** 60 ft. or 100 ft.; **Special** igniteᴬᴿ and either blast or line
Damage high; **Damage Type** F; **Critical** burn
Slots 1 (upper limb); **Capacity** 5
Cost 4.5 × level
Gout Each time the mech makes an attack with the flamethrower, the weapon gains the line weapon special property and a range of 100 feet, or it gains the blast weapon special property and a range of 60 feet.

FROST RIFLE

This longarm delivers concentrated, laser-like blasts of subzero ice.
Type ranged; **Range** 150 ft.; **Special** automatic
Damage high; **Damage Type** C; **Critical** staggered
Slots 1 (frame or upper limb); **Capacity** 10
Cost 4 × level

FROSTSPEAR

Icy waves drift from this wicked weapon, which can be thrown or jabbed at enemies.
Type melee; **Special** reach, thrown (40 ft.)
Damage low; **Damage Type** C&P; **Critical** staggered
Slots 2 (upper limb)
Cold Snap (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the frostspear had the line weapon special property. The length of the line equals the twice the mech's reach with the frostspear.
Cost 2.5 × level

GRENADE LAUNCHER

This pressurized cannon fires grenades over vast distances.
Type ranged; **Range** 120 ft.; **Special** —
Damage varies; **Damage Type** varies; **Critical** —
Slots 1 (frame); **Capacity** 3
Special A grenade launcher doesn't deal damage based on its level. Instead, its damage and effects are based on the grenades it fires. When resupplying ammunition, the grenade launcher selects any combination of grenades whose individual levels don't exceed the grenade launcher's level + 2. Each time a mech reloads its grenade launcher, it loads any combination of 3 grenades it currently has available. For example, a mech with an 8th-level grenade launcher could carry five mk 3 frag grenades (level 8) and four mk 2 cryo grenades (level 10), loading any combination of three grenades each time it reloads.
Cost 2.5 × level

HAMMERFIST

This block of thrice-forged adamantine alloy features serrated edges and can be affixed to the ends of a mech's limbs and used to pummel enemies.
Type melee; **Special** analog, penetrating
Damage low; **Damage Type** B; **Critical** —
Slots 1 (upper limb or lower limb)
Cost 2 × level

LASER RIFLE

This sleek longarm fires lasers at enemies in terrifying barrages.
Type ranged; **Range** 250 ft.; **Special** automatic
Damage medium; **Damage Type** F; **Critical** burn
Slots 1 (frame); **Capacity** 20
Cost 3.5 × level

MISSILE BATTERY

This array of micro-missiles fires in devastating salvos.
Type ranged; **Range** 200 ft.; **Special** —
Damage low; **Damage Type** F&P; **Critical** —
Slots 1 (frame); **Capacity** 12

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Volley When making a full attack entirely with the missile battery, the mech can fire two, three, or four missiles. It takes a –3 penalty to the attacks if it fires two missiles, a –4 penalty if it fires three missiles, or a –5 penalty if it fires four missiles.

Cost 2.5 × level

PLASMA RIFLE

This sleek longarm delivers crackling, flaming death at a high rate of fire.

Type ranged; **Range** 100 ft.; **Special** line
Damage high; **Damage Type** E&F; **Critical** wound
Slots 1 (frame or upper limb); **Capacity** 10
Cost 4 × level

PLASMA SWORD

This sword blazes with fiery, crackling energy designed to singe cleanly through targets.

Type melee; **Special** thrown (20 ft.)
Damage high; **Damage Type** E&F; **Critical** severe wound
Slots 1 (upper limb)
Cost 3.5 × level

ROCKET LAUNCHER

This weapon fires individual missiles that can crack the toughest armor or devastate small areas.

Type ranged; **Range** 150 ft.; **Special** explode (10 ft.), unwieldy
Damage high; **Damage Type** F&P; **Critical** —
Slots 1 (frame or upper limb); **Capacity** 2
Siege Mode (3 PP) As a full action, the mech reconfigures its body and ordinance into a siege configuration, providing the stability and power necessary to bombard distant targets. While configured in this way, the mech can't fly, and its other movement speeds are reduced to 10 feet. The rocket launcher's range increases to 500 feet, its explode property's radius increases to 20 feet, and it deals medium damage for a weapon of its level. The mech can end the siege configuration as a full action.
Cost 4 × level

ROTARY CANNON

This rotating deliverer of death sports a half-dozen long barrels that fire high caliber rounds faster than the eye can see.

Type ranged; **Range** 120 ft.; **Special** automatic
Damage high; **Damage Type** P; **Critical** —
Slots 1 (frame or upper limb); **Capacity** 10
Cost 3 × level

SCYTHE

This hooked blade can sweep enemies off balance or be thrown into heavy vehicular traffic.

Type melee; **Special** analog, reach, thrown (20 ft.), trip
Damage medium; **Damage Type** S; **Critical** —
Slots 2 (upper limb)
Cleave (2 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the scythe had the blast weapon special property. The length of the cone equals the mech's reach with the scythe.
Cost 2.5 × level

MECH WEAPON ABILITIES

Mechs primarily use the critical hit effects and weapon special properties of standard weapons with the following exceptions.

Bleed (critical): To calculate a mech weapon's bleed damage, halve its number of damage dice (rounded down, minimum 1d4 damage).

Burn (critical): See bleed above.

Corrode (critical): See bleed above.

Reach (property): A weapon with this property extends the mech's reach by 5 feet when attacking with it. Gargantuan and Colossal mechs instead increase the mech's reach with the weapon by 10 feet.

Severe Wound and Wound (critical): Against a mech, the wound critical hit effect inflicts system failure (page 114) unless the target succeeds at a Fortitude save (DC = 15 + 1/2 the mech's tier). For the severe wound critical hit effect, roll twice on the table and choose the desired result.

SHEARS

These wicked blades can slice enemies like scissors.

Type melee; **Special** —
Damage low; **Damage Type** S; **Critical** wound
Slots 1 (lower limb or upper limb)
Surgical When using shears to perform a called shot action, the mech reduces the action's PP cost by 1.
Cost 2.5 × level

SONIC SHOTGUN

This snub-barreled weapon fires thunderous blasts of force and high-pitched sounds to incapacitate enemies.

Type ranged; **Range** 80 ft.; **Special** blast, penetrating
Damage medium; **Damage Type** So; **Critical** knockdown
Slots 1 (frame or upper limb); **Capacity** 5
Cost 4 × level

SPEAR

This heavy projectile ends in a shining adamantine alloy tip and can be thrown or jabbed at enemies.

Type melee; **Special** analog, penetrating, reach, thrown (40 ft.)
Damage medium; **Damage Type** P or S; **Critical** —
Slots 2 (upper limb)
Skewer (1 PP) As a standard action, the mech makes an attack against multiple targets in an area as though the spear had the line weapon special property. The length of the line equals the mech's reach with the spear.
Cost 2 × level

SPIKED SHIELD

This heavy shield can block incoming attacks or tear into enemies that make the mistake of getting too close.

Type melee; **Special** analog, block
Damage medium; **Damage Type** B or P; **Critical** bleed
Slots 2 (upper limb)
Deflect As a move action, the mech positions its shield to intercept

incoming attacks, granting the mech a +1 shield bonus to AC and to Reflex saving throws until the beginning of its next turn. While this effect is active and the mech takes damage from a weapon, the mech can use a reaction to double its hardness against that attack's damage.

Cost 2.5 × level

SWORDWHIP

This gleaming sword's blade can separate into a segmented whip of incandescent steel.

Type melee; **Special** –
Damage medium; **Damage Type** S; **Critical** –
Slots 1 (upper limb)
Whip Mode (1 PP) As a move action, the mech reconfigures the swordwhip from a solid blade into a fiery, shearing lash for 1 round. In this form, the swordwhip gains the reach and trip special weapon properties; it gains the burn critical hit effect, and it deals a combination of fire and slashing damage.

Cost 2.5 × level

TECHNOSLING

This microfiber netting is built for throwing buckshot-like sling bullets at enemies like missiles.

Type ranged; **Range** 80 ft.; **Special** –
Damage medium; **Damage Type** B or P; **Critical** knockdown
Slots 1 (upper limb); **Capacity** 10
Cost 2.5 × level

THUNDERGAUNTLET

This glove-like weapon emits piercing shrieks that can disrupt opponents' basic movement and functionality.

Type melee; **Special** –
Damage low; **Damage Type** So; **Critical** knockdown
Slots 2 (upper limb)
Thunderclap (1 PP) As a standard action, the mech can use a thundergauntlet as though it were a ranged weapon with the blast weapon special property and a 30-foot range. If the mech has two thundergauntlets, it can use both as part of this attack to deal medium damage rather than low damage; use the average of the two thundergauntlets' levels (rounded down) to calculate this damage.

Cost 3 × level

AUXILIARY SYSTEMS

Auxiliary systems can provide mechs with an array of additional features, from augmenting the machine's already impressive performance to granting completely unique abilities. Most auxiliary systems cost no Mech Points, but some systems have special requirements that a mech must fulfill to install them.

AMMO RESERVE

The mech stores an exceptional amount of ammunition for each of its weapons. The mech can reload each of its weapons two additional times.

AUTOTARGET

This system of finely tuned energy rods and powerful heat sinks allows a pilot to boost the mech's attack accuracy in exchange for stabilizing its weapons' output.

Accurate Strikes (1 PP) For 1 round, the mech treats all of its operators as though they each had a number of Piloting ranks equal to their respective levels for the purpose of calculating the mech's attack bonuses.

CARGO CATAPULT

Prerequisite: The mech must have a cargo hold auxiliary system.

The mech's cargo hold conceals subtle boosters that can launch its contents at high velocity.

Dispatch Hot (3 PP) As a standard action, the mech can transfer one operator into a vehicle it has stored in its cargo hold, after which the mech launches the stored vehicle at high speed; the vehicle exits the mech using the race action (*Core Rulebook* 278). The pilot of the launched vehicle, if any, doesn't need to succeed at a Piloting check as part of the race action this turn.

CARGO HOLD

Prerequisite: The mech must have a transporter frame.

The mech's body houses a small garage capable of storing a single creature, vehicle, or other object no larger than two size categories smaller than the mech. An operator can move from a stored vehicle to the mech's cockpit as a move action, and vice versa. A mech can have no more than two cargo hold systems.

CLOAKER

Prerequisite: The mech must have a recon frame.

Consisting of light-warping and sound-dampening technomagical mechanisms installed just beneath the armor, a cloaker system enhances a mech's ability to avoid notice. The mech gains the ability to attempt Stealth checks.

Fade (0 PP) As a full action, the mech initiates active camouflage, granting it concealment until it makes an attack or performs other harmful actions, at which point the effect ends. If the mech begins combat while this ability is active, it begins the encounter with 1 less PP (minimum 1).

Cloak (4 PP) As a standard action, the mech fades from view as per *invisibility*. The effect lasts for 1 round, though the mech can extend the duration each round by expending 1 PP. The effect ends if the mech makes an attack or performs other harmful actions.

EMP CANNON

This electromagnetic pulse cannon destabilizes enemy mechs' sophisticated machinery. Attacks with an EMP cannon target EAC, and the DC of Fortitude saves to resist its effects equal 12 + 1/2 your mech's tier.

Jam Weapon (3 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action, optionally targeting one weapon the mech has. If the attack hits, the selected weapon (or a randomly selected weapon without the analog property) becomes nonfunctional for 1 minute unless the targeted mech succeeds at a Fortitude save. At the end of each of its turns, the targeted mech can attempt a new saving throw to end the effect.

Kill Engine (4 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action, selecting one of the targeted mech's movement types. If the attack hits, the selected

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movement type's speed is reduced to 0 feet for 1 round unless the targeted mech succeeds at a Fortitude save. As a standard action, the targeted mech can attempt a new saving throw to end this effect.

Sabotage Power (3 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action, targeting its power core. If the attack hits, the targeted mech can't regain or expend Power Points for 1 round unless it succeeds at a Fortitude save.

ENTRY HATCH

This simple system consists of a secure, reinforced, motion-activated door that's programmed to open when one of a mech's registered operators enter or exit. An entry hatch system allows a pilot to enter or exit the mech as a move action. A registered operator can instead spend 1 Resolve Point to enter or exit as a swift action.

HASTE CIRCUIT

This complex system plugs straight into a mech's locomotive core, stabilizing its maneuvers and allowing for extraordinary bursts of speed.

Speed Surge (2 PP) Each time this ability is activated, the mech increases the number of times it can use an action to move by 1, exceeding the normal limit of two movements per turn. This auxiliary system can be used more than once per turn.

PLASMA-SHOCK CIRCUITS

These circuits channel the dissipating force of a mech's shields, transforming the energy into offensive power.

Energized Retort (2 PP) As a reaction when the mech takes damage that causes it to lose Shield Points, the mech channels the shields' lost energy into one of its weapons that deals energy damage. The next time the weapon deals damage before the end of the mech's next turn, the weapon deals additional damage equal to half the number of SP the mech lost from the triggering attack.

PLOW PLATING

Consisting of specialized reinforcements to the mech's lower limbs, this system allows a mech to plow past obstacles. The mech treats all difficult terrain as normal terrain.

Bulldoze (2 PP) The mech can activate this ability when it attempts a bull rush or reposition combat maneuver. The mech gains a +2 bonus to the attack roll, and if the combat maneuver succeeds, the target also takes damage equal to the mech's tier plus its Strength modifier.

RECONNAISSANCE ARRAY

Prerequisite: The mech must have a recon frame.

Installed directly into a mech's sensing and heads-up display systems, a reconnaissance array gives the mech a +2 bonus to Perception checks and a +5 bonus to Computers checks when using the scan action (page 114).

SYSTEMS JAMMER

This device blasts enemies with a wide range of energy waves, overwhelming targets' sensors and triggering erroneous readouts.

Overload Sensors (4 PP) The mech makes a ranged attack against another mech within 120 feet as a standard action. If the attack hits, the targeted mech gains the blinded and deafened conditions for 1 round, during which time the targeted mech also loses any blindsense it might have; the targeted mech must succeed at a Fortitude save to negate this effect (DC = 12 + 1/2 your mech's tier). As a standard action, the targeted mech can attempt a new saving throw against the effect, ending the effect if it succeeds.

THRUSTERS

The mech's array of powerful engines enable it to fly across short distances.

Power Jump (2 PP) The mech can activate the thrusters as part of a move action, granting it a fly speed of 60 feet (average maneuverability) with a maximum height of 30 feet. The mech must either land at the end of this movement, expend additional PP to perform additional power jumps before the end of its turn, or fall.

TELEPORTER

Prerequisite: The mech must have a phase frame.

Technomagical conduits weave through every part of the mech, constantly analyzing the mech's position and calculating dozens of other possible positions nearby. With a burst of energy, the mech can teleport to any of these destinations.

Phase (2+ PP) As a standard action, the mech instantly teleports itself and its operators to any point within 60 feet that it can see, as per *dimension door*. For each additional PP expended when activating this ability, the range increases by 60 feet.

WEAPON CORE

This system consists of energetic nodes that connect to the mech's sundry weapon mounts. When purchasing this auxiliary system, choose two of the following energy types: acid, cold, electricity, fire, or sonic.

Energize Weapon (2 PP) Choose one of the weapon core's two types of energy. As part of a standard action or full action used to make one or more attacks with one of the mech's melee weapons, the mech charges the weapon with the chosen energy; the energy selected must be a type of energy damage the weapon doesn't currently deal. Until the end of the mech's turn, half of the damage dealt by this weapon is replaced with damage of the chosen type. If the weapon already deals two types of damage, replace one of them with the chosen energy damage. This effect never causes a weapon that normally targets KAC to target EAC.

Boomerang Strike (2 PP) As part of a standard action to make a ranged attack with a thrown melee weapon, the mech infuses the weapon with telekinetic magic, granting the weapon the effects of the *returning weapon* fusion for 1 minute. The mech can apply this effect only to mech weapons, not to improvised weapons like those thrown with the hurl special action (page 114).

WEAPON RACK

The mech has numerous holsters, harnesses, and other fittings that can hold spare weapons. As a move action, the mech can store one weapon it's currently wielding in one or more of its upper limb slots, placing it in the weapon rack. As part of that same action, the mech can also draw one weapon from the weapon rack, automatically installing it for immediate use. The weapon rack can be used only to store weapons that occupy upper limb slots, and the rack can hold a number of weapons with a total number of combined slots no greater than 4.

MECH UPGRADES

If you have leftover MP—which is especially likely for a mech with many operators—you can spend them on miscellaneous upgrades, representing further specialization of your mech's technology.

These options are relatively expensive for the benefit they provide, so it's often best to upgrade a mech's frame, limbs, and other features first.

Cost: These upgrades have a scaling cost. The first time a specific upgrade is purchased, use the listed cost. Each additional time the same upgrade is purchased for the mech, increase the upgrade's cost per tier by 1; this increase is cumulative. For example, the fleet upgrade costs a number of Mech Points equal to 2 × the mech's tier the first time it's purchased, 3 × tier the second time, 4 × tier the third time, and so on.

ENHANCED SHIELDS

Effect Increase the mech's Shield Points by an amount equal to its tier.

Cost 3 × tier

FLEET

Effect Increase each of the mech's movement speeds by 10 feet.

Cost 2 × tier

RAPID REFLEXES

Effect The mech gains a +1 bonus to its EAC and to its Reflex saving throws.

Cost 2 × tier

REINFORCED FRAME

Effect Increase the mech frame's base HP by 5, and increase its HP advancement by 1.

Cost 1 × tier

SUPERIOR COMPUTER

Effect The mech's onboard computer has a tier equal to half the mech's tier (minimum 1). The computer also gains the alarm countermeasure and one of the following upgrades or countermeasures: artificial personality, feedback, hardened, security II, or shock grid (rank 2).

Cost 1/2 × tier

Special Purchasing this upgrade doesn't increase the cost of subsequent superior computer upgrades.

UNBREAKABLE ARMOR

Effect The mech gains a +1 bonus to its KAC and to its Fortitude saving throws.

Cost 2 × tier

REFITTING AND UPGRADING MECHS

In some campaigns, the PCs might have access to the same mechs over time. In this case, as the PCs' character levels increase, so too do their mechs become more powerful, granting them additional Mech Points with which they can upgrade their machines (see Table 4–1: Mech Points per PC on page 97). These additional points could represent salvage gathered after their battles, an arrangement with a vendor who secures new gear for them, or even ongoing support from a military patron. The GM might require PCs to visit a safe workshop before spending these new MP—especially if the PCs perform major overhauls like replacing several mechs with one larger mech—but this process shouldn't impact the campaign much.

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In addition to gaining additional MP, gaining levels can increase the party's Average Party Level, which can increase their mechs' maximum tier. Increasing the tier can impact the mech's attack modifiers, skill modifiers, Strength modifier, AC, and more.

Refitting Mechs: If the PCs want to change their mechs' features before gaining additional MP (for example, replacing one auxiliary system with another that costs the same or fewer MP), they can do so at a safe workshop or other facility, given enough time. Refitting a component typically takes 4d6 hours, and refitting a mech's frame typically takes 1d4 days. Completely changing or rebuilding a mech rarely takes more than a week.

BUILDING NPC MECHS

As a GM, you can create mech combatants to challenge the PCs using the rules in the Building a Mech section on page 97. When doing so, calculate a mech's challenge rating by adding 2 to its CR if it has one operator, 3 to the CR if it has 2–3 operators, and 4 to the CR if it has 4 or more operators. Assume an operator's Piloting ranks equal the mech's tier. Be aware that mechs designed in this way have statistics best suited for PCs, and as a result, such mechs have fewer Hit Points, stronger defenses, lower attack bonuses, and slightly lower damage per attack than a creature of comparable CR.

As a recommended alternative, use the following rules to create NPC mechs that are both quicker to design and better designed for use as antagonists. These rules borrow many of the modifiers, values, and design recommendations from Appendix 1 of *Starfinder Alien Archive*, especially the Everything Is Optional sidebar on page 127. If you want a mech that feels faster, hardier, or deadlier, increase the appropriate statistics, and consider reducing a few other statistics to compensate.

Challenge Rating: Select the mech's CR. Remember that PCs in their own mechs are much stronger, and an enemy mech's CR must be approximately 3 higher than normal to provide an equivalent challenge.

Operators: Because a mech's number of actions depends on its number of operators, an NPC mech's statistics depend on its number of operators; a larger number of operators results in the mech having lower bonuses to compensate. Use the instructions below for a mech with 1 operator. For a mech with 2–3 operators, treat the mech's CR as 2 lower for the purpose of calculating its attack bonuses. For a mech with 4–6 operators, treat the mech's CR as 3 lower for the purpose of calculating its attack bonuses.

Statistics: Follow the instructions for building a creature, using the EAC, KAC, saving throw bonuses, attack bonuses, and ability DCs for a creature of the chosen CR. Use the skill bonuses for a creature whose CR is 3 lower than the mech's CR. NPC mechs use the combatant array (*Alien Archive* 129–130).

Hit Points and Shield Points: Use the listed number of Hit Points for a creature whose CR is 2 lower than your mech's CR. Give the mech a number of Shield Points equal to one-fifth the mech's Hit Point total.

Each turn, the mech regains a number of missing Shield Points equal to its CR.

Weapons and Damage: Rather than use the damage listed in the combatant array, give the mech several mech weapons (pages 102-106) whose levels are each 3 lower than the mech's CR (minimum 1). A typical mech should have weapons whose combined Mech Point cost per level is approximately 9, providing it with about three weapons. Use the weapons' level and type to determine their base damage dice, per Table 4-5: Weapon Damage on page 104. For ranged weapons, add the mech's CR – 3 (minimum 0) as a damage modifier. For melee weapons, add an additional damage modifier of 5, representing the mech's extraordinary strength.

Hardness: The mech has a hardness value equal to half its CR, rounded down.

Speed: A typical mech has a speed of 40 feet. Optionally, increase the mech's speed by up to 40 feet, give the mech a fly speed of 60 feet (average), or a swim speed of 60 feet.

Power Points: A typical mech begins an encounter with 3 Power Points (page 113), regains 1 PP per turn, and can store a maximum of 5 PP.

Auxiliary Systems: The mech can select up to 4 auxiliary systems. Depending on the role the mech plays in the encounter, it might not need all of these systems. In general, limit the mech to one auxiliary system that's restricted to a particular mech frame, such as a cloaker or teleporter.

The Corpse Fleet's mechs, with skeletal frames built from necromantically infused alloys, exhibit the same macabre aesthetic as their starships. These mechs don't just kill enemies—they harvest souls to power devastating energy attacks.

The myriad eyes aren't simply unsettling; each houses an array of specialized sensors that provide the pilots an extraordinary field of vision. Some especially devious models replace some eyes with laser cannons.

Aquatic Corpse Fleet mechs have fewer legs, moving through the water by undulating like skeletal whales before slithering out to attack surface targets. Enslaved souls of marine humanoids bound to the frame grant the mech supernatural buoyancy and swimming ability.
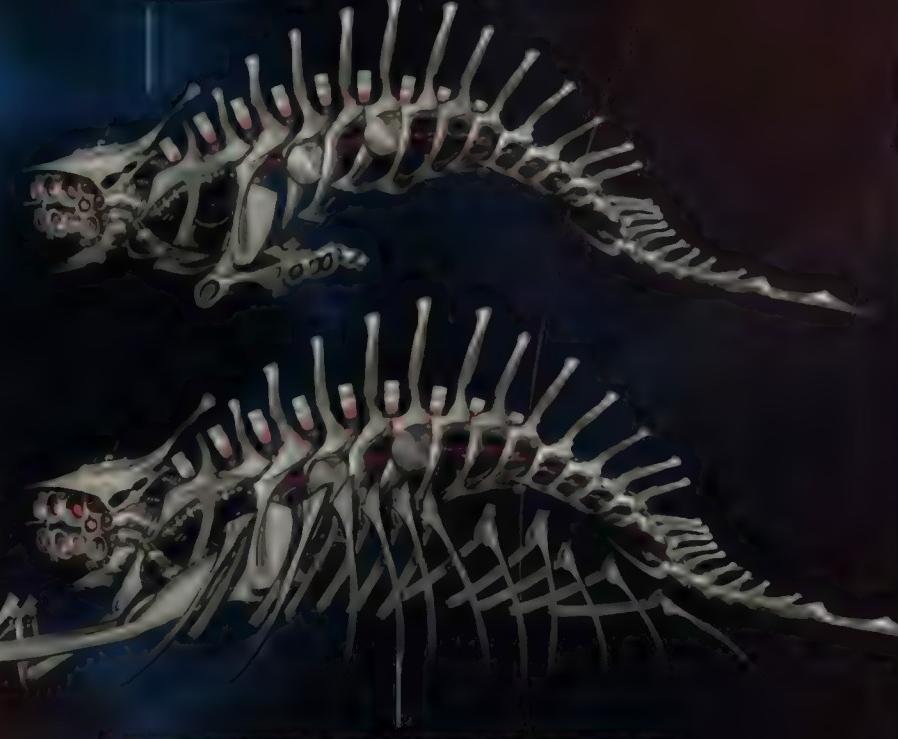
Although mid-rib forcefields help shield the mech's inner machinery, these gaps still present an ideal target—at least for anyone bold enough to reach that vulnerable underside! The mech only needs a fraction of its legs to move, freeing the others to stab anyone it tramples.

Known as valkos, the behemoth-crushing mechs of Daimalko are constructed mostly from surface scrap and vary widely in size. One thing's certain for all models, though: spikes make the mech harder to bite!

Colossi tend to bite off extremities, so pilots are safely seated in the torso, not near the vulnerable head (which usually houses sensors instead).

Technomagical conduits channel Daimalko's psychic energies, empowering the mech to perform extreme feats.

Every colossus slain is a triumph, and battle-tested mech pilots often tally their successes visibly.

Pilots know that most colossus fights end in a desperate melee, so mechs carry an array of close-range weapons designed to saw through limbs and punch through impossibly thick chitin.

Articulated limbs are suited to navigate debris-strewn battlefields. Bladed feet act like shears against grappled foes.

MECH COMBAT

In most ways, mech combat follows the same rules as tactical combat: mechs take multiple actions each round to move, attack, and activate abilities. See Chapter 8 of the *Starfinder Core Rulebook* for tactical combat rules.

The biggest differences in mech combat are size and action economy. Mechs are immense, capable of controlling large spaces, traveling quickly, and even affecting vast areas with their attacks. Mech control systems also allow multiple operators to act in concert, enabling many mechs to perform a host of actions on their turns.

SCALE

Mechs are designed to function seamlessly on the same battle maps of 5-foot-by-5-foot squares commonly used for Starfinder tactical combat. However, for mech encounters over larger areas or against larger foes, it works well to treat each of these squares as a 10-foot-by-10-foot area instead. Most mech size and distance values are divisible by 10; in rare cases where a range or size value is divisible by 5 but not by 10, round the value down to the nearest value divisible by 10. Thus, a Huge mech that would occupy a 15-foot-by-15-foot space would occupy a single square using a 10-foot scale, and a Huge mech's reach would be 10 feet (one square) rather than 15 feet.

MECH OPERATORS

Each mech can accommodate one or more operators who share control over the mech's movement, armaments, and other systems. Operators share a pool of actions and work together to control their machine (see Mech Actions below). Each mech requires a minimum number of operators to function and has a maximum number of operators it can accommodate.

A character can enter an allied or unattended mech in an adjacent space as a full action, becoming one of that mech's operators. An operator can exit a mech as a full action, emerging into any empty space adjacent to the mech. At the GM's discretion, an unattended mech can require an operator to succeed at a Computers check to hack it in order to initially gain control of that mech (DC = 20 + 1-1/2 × the mech's tier).

A mech blocks line of effect to and from its operators. If a mech is destroyed (see Taking Damage on page 114), additional damage dealt to the mech is instead dealt to a random operator

inside; that operator can attempt a DC 20 Reflex save to take half damage.

Statistics and Modifiers

A mech's actions represent a combination of its operators' skill and its own sophisticated machinery, and some of the modifiers a mech uses when performing actions reflect this union. When an operator grants a mech an action, the mech uses that operator's relevant bonus or skill ranks to help calculate the mech's total modifier. If more than one operator contributes to the same action—such as two operators working together to grant their mech a full action—the mech uses the higher of the two operators' statistics when calculating its modifier. See page 98 for how to calculate most of a mech's statistics.

Initiative Modifier: A mech's initiative modifier equals the lowest initiative modifier among its operators (minimum +0). A mech's minimum initiative modifier increases by 1 at tier 5 and every 5 tiers thereafter.

Skill Modifiers: A mech's skill check modifier equals 5 + half its tier; for Athletics checks, also add the mech's Strength modifier. When an operator grants their mech an action and the mech performs a skill check as part of that action, the mech can use the operator's ranks in that skill (instead of half the mech's tier) to determine its modifier. When performing a Strength- or Dexterity-based skill check, a mech can instead use its operator's ranks in Piloting to determine the mech's skill modifier.

MECH ACTIONS

A mech's available actions per turn depend on the number of operators currently controlling it. While at least one operator is controlling it, a mech can take one move action per turn and one reaction per round.

Operators can take a full action to pilot a mech, granting it an additional move action or standard action that turn (maximum six additional actions per turn). A mech can perform a full action either in place of a standard and move action or in place of two standard actions. Regardless of its total number of actions, a mech can't use more than two actions to move each turn, and it can't activate any one mech component (such as a weapon or auxiliary system; see pages 102–108) more than once per round unless otherwise noted.

For example, if a mech has four operators, and each takes a full action to grant the mech actions, the mech can take up to four standard actions and one move action. The mech could use these actions to move its speed and attack once each with four

MECHS AREN'T OBJECTS

Unless otherwise specified, mechs do not count as objects for spells and abilities that affect objects.

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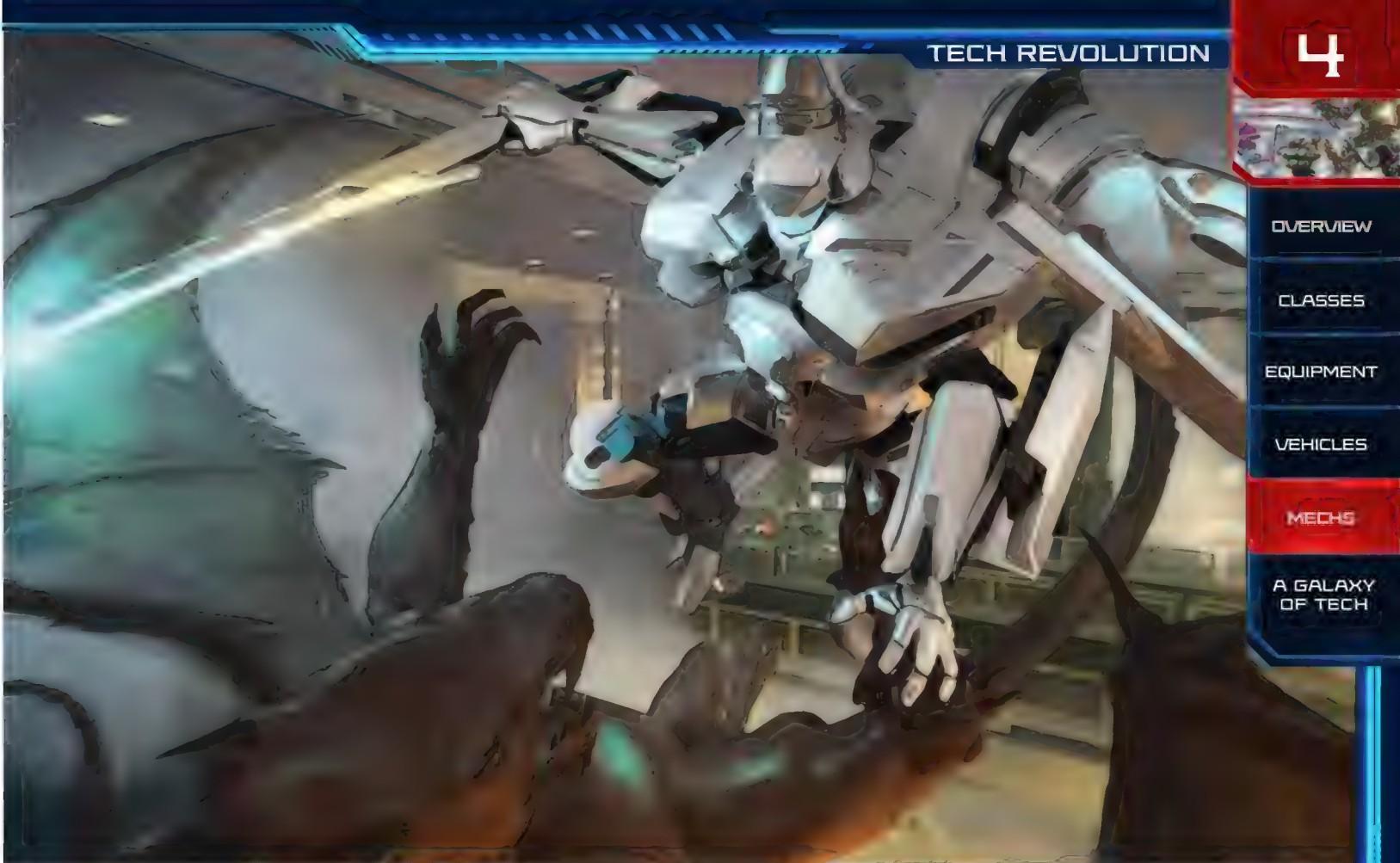
different weapons. Alternatively, the mech could move its speed twice, attack once with one weapon, and make a full attack with another weapon. There are many other possible combinations, depending on the mech's available systems.

Skills: A mech with at least one operator can take the appropriate action, if any, to attempt an Acrobatics, Athletics, or Perception skill check, or else an Intimidate check to demoralize. Some frames and auxiliary systems allow mechs to use additional skills; see page 112 for calculating a mech's skill modifiers.

Guarded Step: When using the guarded step action, a mech can move up to 10 feet without provoking an attack of opportunity.

Power Points

Each mech's power core (page 102) provides it ample energy to move and fight while also generating excess power—measured in Power Points (PP)—that the mech can exploit to supercharge its systems. A mech's power core determines how many PP it begins each encounter with, how many it can store at a time, and how many it generates at the end of each turn. Many auxiliary systems, weapons, and other components have special abilities that require expending PP to function.

In addition, several Power Points abilities available to all mechs can be used without spending actions. None of these abilities can be applied to the same check more than once.

Aim (1 PP): Before attempting an attack roll, the mech can activate this ability to roll 1d4 and add the result as an insight bonus to the attack roll.

Devastating Hit (3 PP): After hitting a creature with an attack, but before dealing damage, the mech increases its weapon's damage value by one step against that creature (e.g. medium damage instead deals high damage). A weapon that already deals extreme damage instead adds 1 additional damage for every damage die rolled for the attack. This ability can't be used for weapons that attack an intersection rather than a creature, such as weapons with the explode weapon special property.

Maneuver (1 PP): Choose one skill. Until the beginning of the mech's next turn, operators add any insight bonuses they have that apply to that skill to the mech's checks with that skill.

Replenish (2 PP): Activate this ability when regaining Shield Points. The number of SP the mech recovers increases by 1d8. This increases by an additional 1d8 at tier 5 and every 5 tiers thereafter.

Resist (1 PP): Before attempting a saving throw, the mech can activate this ability to roll 1d4 and add the result as a resistance bonus to the saving throw.

Special Mech Actions

In addition to the actions detailed in Chapter 8 of the *Core Rulebook*, mechs can perform the following special actions.

Called Shot (Standard Action): The mech expends either 1 PP or 3 PP and makes an attack against a single mech. If the attack's damage causes system damage, the operator can choose which component takes system damage, excluding the power core or cockpit; if the mech expended 3 PP, the operator can select any component to take the system damage.

Hurl (Full Action): The mech grabs a nearby object and throws it as a ranged attack with a range increment of 30 feet. The object can be, at largest, two size categories smaller than the mech. For an object of the maximum size or next smallest size, the attack deals medium damage to the thrown object and the target as if it were a weapon with a level equal to the mech's tier. For any smaller objects, the weapon deals light damage instead.

The mech can use this ability to grab and throw a creature or moving vehicle within reach, but to do so, the mech must also succeed at a grapple combat maneuver against the creature to be thrown. If the combat maneuver fails, the hurl action fails, but the mech gains a move action (effectively wasting a standard action).

Scan (Move Action): The mech uses its sensor array to study one creature, mech, or object it is observing with a precise sense. Against a creature, this functions as a check to identify a creature, using the mech's Computers bonus in place of the skill typically used to identify creatures of that type. If the check succeeds, the mech also gains a +1 insight bonus to the next attack it makes against that creature before the end of its next turn.

If the mech scans a mech or object, the mech attempts a Computers check; against an unattended mech or object, the DC is 10, and against a wielded object or piloted mech, the DC equals 10 + the target's tier or item level. If it succeeds, the mech identifies two of the following pieces of information about the mech or object (operator's choice): its hardness, maximum Hit Points, resistances (if any), EAC, KAC, number of passengers or operators, Strength DC to break, speed, full speed (vehicle only), systems or auxiliary systems, or weapons. For every 5 by which the Computers check exceeds the DC, the mech identifies one additional piece of information.

Repeated scans reveal little information unless the mech expends additional energy. Each additional attempt to scan a target requires the mech expend 1 PP for each previous time the mech has attempted to scan that target within the last hour.

TAKING DAMAGE

A mech typically has a combination of Hit Points (HP) and Shield Points (SP) that collectively represent how much damage it can sustain before taking penalties or ceasing to function altogether. When a mech takes damage, the damage is first applied to its Shield Points. If its SP are reduced to 0, its shields become inactive until the beginning of the mech's next turn; for any excess damage, reduce the damage by the mech's hardness (if any) and apply the remaining damage to the mech's Hit Points.

At the start of its turn, a mech regains a number of Shield Points equal to its tier, though its total can't exceed the mech's maximum Shield Points.

If a mech is reduced to 0 Hit Points, it is wrecked. A wrecked mech can't perform actions, including sustaining its altitude or depth if airborne or underwater; such mechs typically fall or sink, taking damage as normal. A wrecked mech's operators aren't necessarily in danger, though a mech wrecked in a precarious location could be perilous. A wrecked mech can be repaired (see Repairing Damage on page 115).

If a mech ever takes damage that exceeds twice its Hit Points, it's destroyed and can't be repaired.

System Failure

As a mech takes damage, its various components can malfunction or become outright inoperable. Whenever a mech is reduced to two-thirds its remaining Hit Points, and again when it's reduced to one-third its remaining Hit Points, it experiences system failure. To determine which component is affected, roll 1d20 and consult the table below.

If the component doesn't currently have a system failure, it gains the malfunctioning condition. If the component already has the malfunctioning condition, it gains the inoperable condition. These conditions are explained below.

Overcoming System Failure: Although system damage is devastating, a mech can temporarily overcome these setbacks. At the beginning of its turn, a mech can either spend 2 PP to ignore the malfunctioning condition for any one component or spend 4 PP to treat one component's inoperable condition as malfunctioning.

D20	COMPONENT
1–5	Upper Limbs
6–10	Lower Limbs
11–13	Frame
14–16	Auxiliary System
17–18	Power Core
19–20	Cockpit

Upper Limbs: A mech with malfunctioning upper limbs takes a –2 penalty to attack rolls with weapons mounted in upper-limb slots, as well as to any combat maneuvers that don't use a mech weapon. A mech with inoperable upper limbs can't use weapons mounted in upper-limb slots.

Lower Limbs: A mech with malfunctioning lower limbs halves movement speeds not provided by an auxiliary system, and the mech takes a –2 penalty to attack rolls with weapons mounted in lower limb slots. If the lower limbs become inoperable, these speeds are reduced to 0; if the mech is hovering or flying using any of these speeds, it begins falling. A mech with inoperable lower limbs can't use weapons mounted in its lower-limb slots.

Frame: A mech with a malfunctioning frame takes a –2 penalty to attack rolls with weapons mounted in frame slots, and the mech halves its hardness, if it has any. A mech with an inoperable frame can't use weapons mounted in frame slots, and the mech's hardness is reduced to 0.

Auxiliary System: Whenever a mech with malfunctioning auxiliary systems attempts to activate an auxiliary system, there's a 25% chance that the auxiliary system doesn't function and can't be used until the beginning of the mech's next turn; any action and PP used to activate the auxiliary system are wasted. Any auxiliary systems that provide a constant benefit have a 25% chance of not functioning for 1 round at the beginning of each turn.

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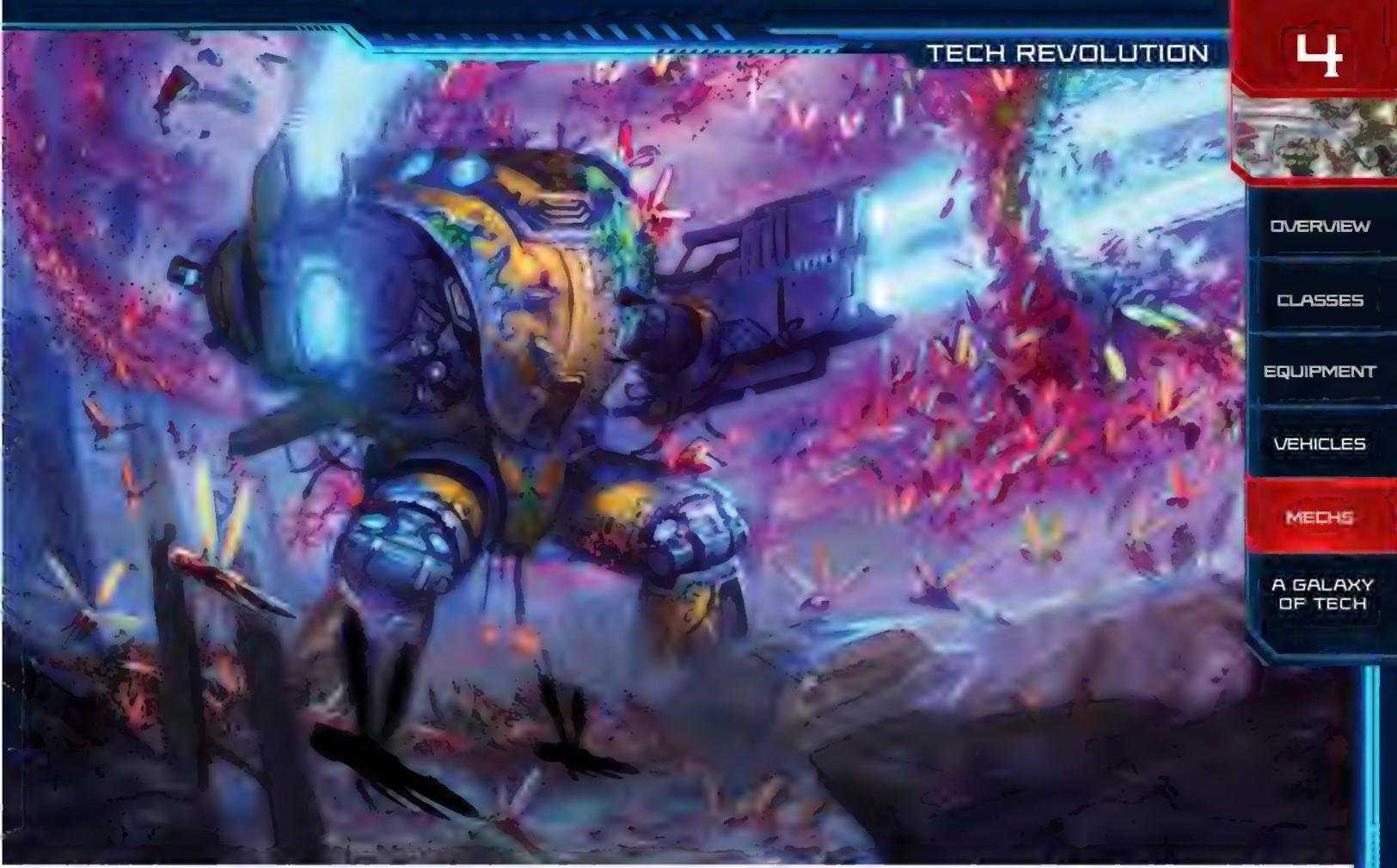
Auxiliary systems with the inoperable condition behave as though they had the malfunctioning condition, with two exceptions. First, the chance of failure increases to 50%. Second, upon gaining the inoperable condition, select one auxiliary system at random; that auxiliary system ceases to function.

Power Core: The rate at which a mech with a malfunctioning power core regains lost Shield Points and Power Points is halved. The rate at which a mech with an inoperable power core regains lost Shield Points and Power Points is reduced to 0.

When a mech's power core first gains the malfunctioning condition and again when it gains the inoperable condition, the mech loses 1d4 PP.

Cockpit: The cockpit is the control center where the operators reside. Cockpit system failure doesn't directly impede the mech but instead threatens one or more operators.

When the cockpit gains the malfunctioning condition, half of the operators (rounded up) take bludgeoning damage equal to 1d8 × the mech's tier; they can attempt a Reflex saving throw to halve the damage (DC = 15 + half the mech's tier). When the cockpit gains the inoperable condition, each of the operators takes the bludgeoning damage above (Reflex half). In addition, the operators' controls become unreliable; the first time each turn that an operator uses a full action to pilot the mech, there's a 50% chance that the mech doesn't gain an action. Either effect lasts until the beginning of the mech's next turn.

Tracking System Failure: The mech sheet on page 165 includes a section for tracking a mech's systems' conditions.

Repairing Damage

When a mech combat encounter is over, a mech's operators can repair damage dealt to their mech, provided it hasn't been destroyed or lost.

Performing repairs requires stopping the mech, exiting, and working on the mech's exterior. Any number of allies can use the aid another action to assist with the Engineering checks involved in repairing a mech.

You can remove system failure conditions from a mech component by spending 10 minutes working on the mech and succeeding at an Engineering check. The DC depends on the severity of the condition: DC 20 for malfunctioning and DC 25 for inoperable. If you succeed, you remove that component's system failure condition, and the component can function as normal.

Restoring a mech's lost Hit Points is fairly difficult and resource-intensive. You can restore a number of Hit Points equal to twice the mech's tier by spending 1 hour performing repairs, succeeding at an Engineering check (DC = 10 + 1-1/2 times the mech's tier), and expending 10 UPBs per point of damage to be repaired. If you exceed the check's DC by 5 or more, you can reduce the repair time by half or the UPB cost by half. If you exceed the check's DC by 10 or more, you instead reduce the time and cost by half. If you fail the check by 4 or less, you choose either to make no progress or to increase the UPB cost per Hit Point by 5 for that hour's repairs. If you fail by 5 or more, you make no progress.

Shield Points regenerate out of combat automatically at a rate of 2 per hour.

Common for Hellknights' lightweight scouting models, this cockpit head provides the pilots natural visibility in situations where sensors might be overwhelmed by interference—especially when the mech activates its own jamming technologies.

The iconic Hellhound head houses a devastating flamethrower. Understandably, pilots are seated toward the mech's shoulders to avoid boiling alive. Most treat the still-sweltering cockpit as a test of their nerve.

Heavy plating reinforces the cockpit while restricting visibility, with pilots relying on external sensors for most perception. Displacing the crew frees room in the mech's body for more missiles, with which the mech can bombard distant targets.

The mech's immense power core and internally mounted weapons generate considerable heat. These supplemental thrusters channel that excess energy into bursts of speed or even smokescreens that obscure all but the mech's menacing eyes.

Heavy forward shielding allows the mech to march headfirst into oncoming fire. The mech's "beard" helps shield infantry and vehicles traveling beneath, plowing aside any ground defenses to clear a path.

Infamously top-heavy, Idaran mechs often adopt wide fighting stances and whirling maneuvers that lower their center of gravity and convert lateral momentum into acrobatic dives and spinning assaults.

Each mech develops a complex personal name as though it were a kasatha warrior, with each significant pilot adding to the vehicle's title and leaving inscriptions along its face shield. Idaran mechs often receive virtual intelligence upgrades, though these rarely evolve into true artificial intelligence.

An accomplished kasatha pilot can operate all four combat arms simultaneously to replicate classic Idaran fighting styles. Far more often, though, carefully trained copilots split the limbs' functions to maximize the mech's offensive potential.
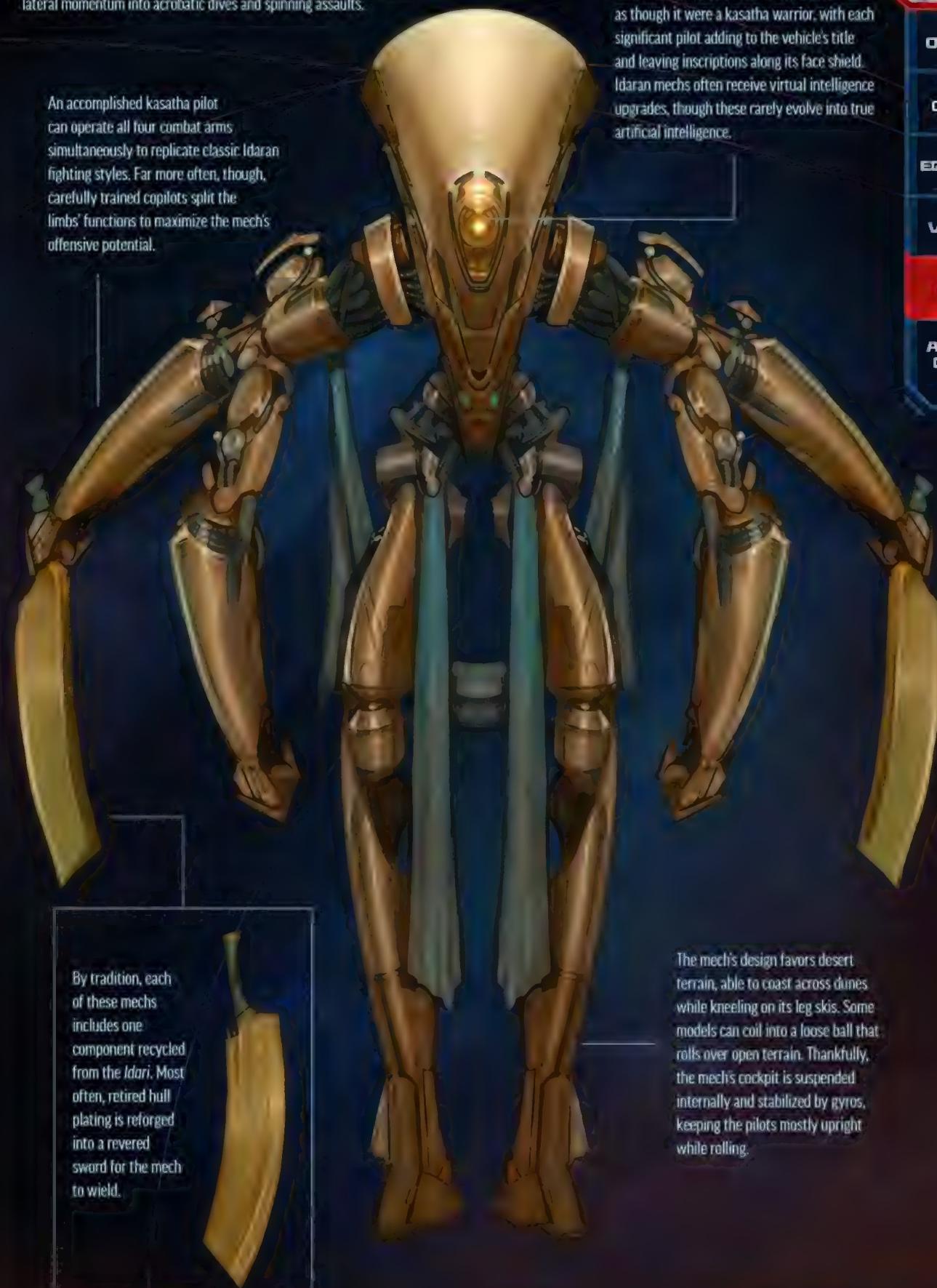
By tradition, each of these mechs includes one component recycled from the *Idari*. Most often, retired hull plating is reforged into a revered sword for the mech to wield.

The mech's design favors desert terrain, able to coast across dunes while kneeling on its leg skis. Some models can coil into a loose ball that rolls over open terrain. Thankfully, the mech's cockpit is suspended internally and stabilized by gyros, keeping the pilots mostly upright while rolling.

AZLANTI MECHS

The Azlanti Star Empire manufactures a variety of powerful weapons to maintain total supremacy over its sector of space, and their mechs prove no exception. These paragons of weaponized technomagic typically feature sleek, humanoid shapes inspired by the conventional Aeon Guard armored silhouette. The Star Empire's mechs are reflections of the empire's grandeur and hubris, and Azlanti manufacturers design models with equal consideration paid to aesthetics and combat functionality.

Two of the most common Azlanti models are the Aeon Striker and the Imperator Pinion. The Aeon Striker relies on its inherent mobility and speed—along with the twitch reflexes of its operators—to control the battlefield. Strikers are found at the flash points of battles, teleporting into the action and unleashing flurries of attacks against larger, slower enemies. After delivering these surgical attacks, the Striker blinks out of range to pursue the next target.

AEON STRIKER — TIER 6

Gargantuan blinkstriker

Operators 2–6; **PP** 5 (1/turn, max 12)
Speed 90 ft.
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 66; **SP** 15; **Hardness** 3
EAC 23; **KAC** 24
Fort +6; **Ref** +8
Immunities construct immunities

OFFENSE
Base Attack Bonus +9
Melee thundergauntlet (upper limb–3d6+11 So; critical knockdown)
Ranged rotary cannon (frame–3d10+6 P), or laser rifle (frame–3d8+6 F; burn 1d8)
Space 20 ft.; **Reach** 20 ft.
Strength +5

SYSTEMS
Power Core mk 2 eternal (aeon core); **Lower Limbs** fast biped; **Upper Limbs** precision arms (+2 melee, +1 ranged); **Auxiliary** autotarget, entry hatch, haste circuit, plasma-shock circuits, teleporter; **Upgrades** fleet

IMPERATOR PINION — TIER 14

Gargantuan heavenspiercer

Operators 2–6; **PP** 5 (1/turn, max 12)
Speed 20 ft., fly 60 ft. (average)
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 122; **SP** 31; **Hardness** 7
EAC 32; **KAC** 35
Fort +12; **Ref** +13
Immunities construct immunities

OFFENSE
Base Attack Bonus +10
Melee autospear (upper limb–9d8+21 P)
Ranged laser rifle (upper limb–9d8+14 F; critical burn 4d8) or rocket launcher (frame–9d10+14 F&P explode [10 ft.])
Space 20 ft.;
Reach 20 ft. (30 ft. with autospear)
Strength +7

SYSTEMS
Power Core mk 2 eternal (aeon core); **Lower Limbs** basic biped; **Upper Limbs** assault arms (+0 melee, +1 ranged); **Auxiliary** ammo reserve, autotarget, entry hatch, weapon core (acid, cold); **Upgrades** superior computer

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CORPSEFLEET MECHS

Few things can strike fear into the heart of a battle-weary frontline trooper more than a Corpse Fleet mech. From a distance, they appear as mobile skeletons of some long-dead beast, but up close, a more horrifying detail becomes clear. Much like Eoxian starships, Corpse Fleet mechs contain vital systems within an ossified carapace resembling a gigantic skeleton. The coffin-like cockpit is placed with little regard to pilot safety, often wedged in between functional components like an implanted foreign organ. It isn't uncommon for pilots to pry back cartilage and sinew to crawl into the mech for access to the cockpit. Hydraulic hoses and gore-slick cabling snake in and out of the exterior bones, piercing mysterious organs and coiling around the decaying muscle protected by the exoskeleton. Semi-organic facsimiles of battle-tested Pact World weapons are commonly integrated into peripheral bones that hang stiffly off the central body's edges, and it isn't unusual to see familiar-looking components grafted into the construct's interior biology. The most protected element is the power core; this Eoxian-pioneered tech allows these mechs to pull the dying ember of life from a recently deceased creature and rip it apart into raw energy to gain a brief surge of power. As if the ghastly visage wasn't enough to stoke fear in an enemy, audible screams of shattered souls echo from deep within the mech's heart when running at full power.

Speed 40 ft., swim 60 ft.

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 139; **SP** 27; **Hardness** 8

EAC 30; **KAC** 35

Fort 14; **Ref** 12

Immunities construct immunities

OFFENSE

Base Attack Bonus +10

Melee chainwhip (upper limb—10d4+20 B)

Ranged missile battery (frame—10d4+12 F&P)

Space 30 ft.; **Reach** 30 ft.

Strength +8

SYSTEMS

Power Core mk 4 eternal (corpsegnawer core); **Lower Limbs** quadruped; **Upper Limbs** assault arms (+1 melee, +0 ranged); **Auxiliary** entry hatch, plasma-shock circuits, plow plating, weapon core (acid, electricity)

FATED OSSUARY   TIER 3

Huge skirmisher

Operators 1–2; **PP** 1 (3/turn, max 7)

Speed 100 ft.

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 36; **SP** 9; **Hardness** 1

EAC 20; **KAC** 21

Fort +5; **Ref** +6

Immunities construct immunities

OFFENSE

Base Attack Bonus +8

Melee scythe (upper limb—2d6+7)

Ranged acid dart rifle (frame—2d6+3 A; corrode 1d6) or

frost rifle (frame—2d8+3 C; staggered)

Space 15 ft.; **Reach** 15 ft.

Strength +4

SYSTEMS

Power Core mk 2 dynamo (corpsegnawer core); **Lower Limbs** fast biped; **Upper Limbs** precision arms (+2 melee, +1 ranged); **Auxiliary** haste circuit, plow plating; **Upgrades** fleet (2)

CRYPT BEHEMOTH   TIER 12

Colossal seahellion

Operators 2–6; **PP** 9 (2/turn, max 18)

DAIMALKAN MECHS

Cobbled together from ancestral memories, old records, and scraps from fallen civilizations, Daimalkan mechs are among the most well-honed in the galaxy, and for good reason, as they're the only line of defense against the colossi who desire to destroy all life on Daimalko.

The dire lack of resources on the apocalypse-ravaged world makes the existence of these mechs all the more impressive, not to mention their ability to hold their own against the massive, destructive creatures that roam the planet.

Towering testaments to ingenuity and perseverance, Daimalkan mechs sometimes incorporate the bones, teeth, scales, or even sinews of the titans they fell in battle.

The structural innovations and novel weaponry born from necessity are seen in new Daimalkan mechs and imitated across the galaxy by other manufacturers that have seen the beast-slayers in action.

VALKOR — TIER 16

Colossal juggernaut

Operators 2–6; **PP** 2 (3/turn, max 8)
Speed 50 ft.
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 190; **SP** 35; **Hardness** 10
EAC 36; **KAC** 38
Fort +16; **Ref** +15
Immunities construct immunities

OFFENSE
Base Attack Bonus +11
Melee hammerfist (upper—11d6+26 B)
Ranged rotary cannon (frame—11d10+16 P)
Space 30 ft.; **Reach** 30 ft.
Strength +10

SYSTEMS
Power Core mk 3 dynamo (scrapper core); **Lower Limbs** heavy biped; **Upper Limbs** assault arms (+0 melee, +1 ranged); **Auxiliary** ammo reserve, entry hatch, plasma shock circuits, plow plating

AEROPA — TIER 8

Huge skyspy

Operators 1–2; **PP** 7 (2/turn, max 15)
Speed 20 ft., fly 80 ft. (average), fly 10 ft. (perfect, maximum elevation 5 ft.)
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 74; **SP** 19; **Hardness** 4
EAC 28; **KAC** 28
Fort +9; **Ref** +10
Immunities construct immunities

OFFENSE
Base Attack Bonus +9
Melee plasma sword (upper limb—4d10+12 E&F; critical severe wound) or spiked shield (upper limb—5d6+12 B or P; critical bleed 2d6)
Ranged laser rifle (frame—5d6+8 F; critical burn 2d6)
Space 15 ft.; **Reach** 15 ft.
Strength +4

SYSTEMS
Power Core mk 3 eternal core; **Lower Limbs** hoverpad; **Upper Limbs** tough arms (+0 melee, +0 ranged); **Auxiliary** cloaker, haste circuit, reconnaissance array

HELLKNIGHT MECHS

In the grand Hellknight tradition, the sworn paragons of infernal law build their mechs with the intent to subdue their foes first through intimidation, and all those they can't cow are crushed beneath the gauntlet. Nearly all Hellknight mechs feature superior armor and wield frightening analogs of archaic weapons. Most are designed for solo or pair operation, making these mechs essentially empowered suits of armor that reflect the Hellknights' typical uncompromising adherence to tradition and rules. Each Hellknight order has a unique visual appearance for their mechs to distinguish from those of other orders.

Flayers are statuesque representations of the Hellknight ideal: a bipedal suit of armor equipped with shields and melee weapons modeled after swords, chainwhips, maces, or scourges. After some embarrassing early defeats, newer variations of the Flayer also incorporate ranged weapons into their design.

Some models, however, such as the awe-inspiring Hellhound, completely break these guidelines. What began as a controversial experiment might be the future of Hellknight mechs. Indeed, the new Hellhound line is quickly surpassing other models in popularity. Aesthetically, the Hellhound looks similar to its namesake with its tank-like chassis resting on four powerful legs. Its upper limbs are retractable shields that can block incoming attacks or merge to form a maw that spews bursts of flame. Unlike its bipedal counterparts, the Hellhound can accommodate an entire squad of operators.

FLAYER — TIER 3

Huge skirmisher

Operators 1–2; **PP** 2 (3/turn, max 8)

Speed 80 ft.

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 36; **SP** 12; **Hardness** 1

EAC 20; **KAC** 24

Fort +6; **Ref** +6

Immunities construct immunities

OFFENSE

Base Attack Bonus +8

Melee chainwhip (upper limb–2d4+7 B) or spiked shield (upper limb–2d6+7 B or P; critical bleed 1d6)

Ranged rotary cannon (frame–2d8+3 P)

Space 15 ft.; **Reach** 15 ft. (20 ft. with chainwhip)

Strength +4

SYSTEMS

Power Core mk 3 dynamo; **Lower Limbs** fast biped; **Upper Limbs** assault arms (+1 melee, +0 ranged); **Auxiliary** entry hatch, thrusters; **Upgrades** enhanced shields, unbreakable armor

HELLHOUND — TIER 12

Colossal juggernaut

Operators 2–6; **PP** 7 (2/turn, max 15)

Speed 50 ft.

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 146; **SP** 27; **Hardness** 8

EAC 31; **KAC** 34

Fort +13; **Ref** +13

Immunities construct immunities

OFFENSE

Base Attack Bonus +10

Ranged flamethrower (upper limb–7d10+12 F; critical burn 3d10) or rotary cannon (frame–7d10+12 P)

Space 30 ft.; **Reach** 30 ft.

Strength +8

SYSTEMS

Power Core mk 3 eternal; **Lower Limbs** quadruped; **Upper Limbs** tough arms (+0 melee, +0 ranged); **Auxiliary** entry hatch, plow plating, systems jammer, weapon core (electricity, sonic)
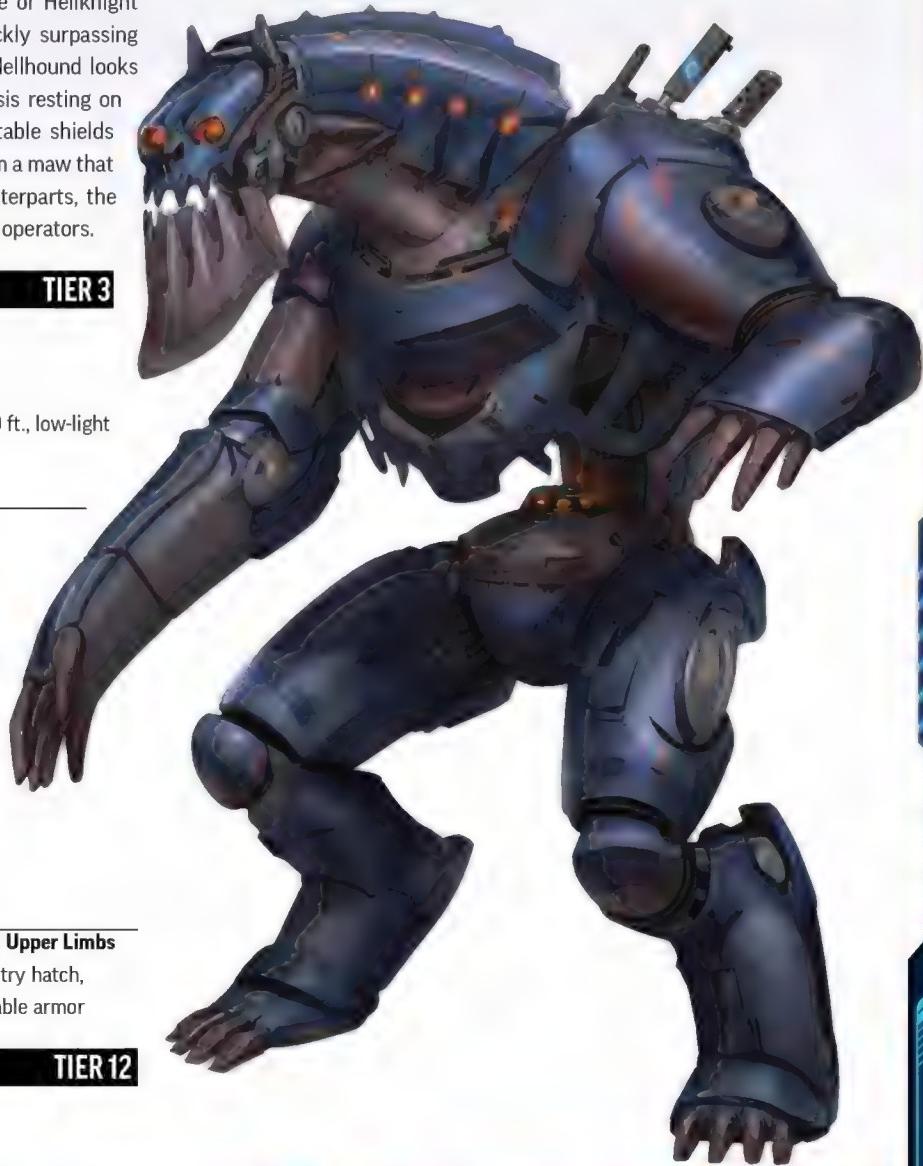
IDARAN MECHS

The *Idari*, the massive generational ship that a significant portion of the kasathan population consider home, also has some of the most distinctive mech technology in the Pact Worlds. Designed by and for multi-dexterous kasatha, these mechs are easily distinguished by their multiple sets of arms. While some non-kasasthas learn to operate these mechs using cortex interfaces to control and coordinate the additional limbs, their true capabilities shine best under the control of kasatha pilots, for whom controlling an additional set of arms comes as naturally as breathing.

The most common mechs present on the *Idari* are offensive skirmishing units designed for versatile patrol, protection of key locations, and advanced security. Officially designated as IAUs, or Idaran Assault Units, the mechs are colloquially referred to as "tangler."

Less recognizable—but certainly more feared by those familiar with them—than IAUs, IBUs, or Idaran Breaching Units, are designed to tear holes through the hulls of enemy spacecraft. IBUs have multiple saws, claws, and other tools integrated into their secondary limbs. Kasathan engineers refer to these mechs by a nickname that reflects their intended use: "breachers."

IAU "TANGLER"   TIER 2

Huge skyspy

Operators 1–2; **PP** 1 (2/turn, max 6)

Speed 30 ft., fly 80 ft. (average)

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 24; **SP** 9; **Hardness** 1

EAC 21; **KAC** 20

Fort +3; **Ref** +7

Immunities construct immunities

OFFENSE

Base Attack Bonus +8

Melee buzzblade (upper limb—1d8+4 S; bleed 1d4) or shears (upper limb—1d6+4 S; critical wound)

Ranged sonic shotgun (frame—1d8+2 So; critical knockdown)

Space 15 ft.; **Reach** 15 ft.

Strength +2

SYSTEMS

Power Core mk 1 dynamo; **Lower Limbs** agile biped; **Upper Limbs** precision arms (+2 melee, +1 ranged); **Auxiliary** ammo reserve, entry hatch, haste circuit; **Upgrades** enhanced shields, fleet, rapid reflexes

IBU "BREACHER"   TIER 12

Colossal juggernaut

Operators 2–6; **PP** 7 (2/turn, max 15)

Speed 50 ft.

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 146; **SP** 27; **Hardness** 8

EAC 31; **KAC** 33

Fort +13; **Ref** +12

Immunities construct immunities

OFFENSE

Base Attack Bonus +10

Melee hammerfist (upper limb—10d4+21 B)

Ranged rocket launcher (frame—7d10+12 F&P explode [10 ft.])

Space 30 ft.; **Reach** 30 ft.

Strength +9

SYSTEMS

Power Core mk 3 eternal; **Lower Limbs** heavy biped; **Upper Limbs** powerful arms (+1 melee, +0 ranged); **Auxiliary** autotarget, plasma-shock circuits, plow plating, weapon core (electricity, sonic); **Upgrades** superior computer

SKYFIRE LEGION MECHS

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Taking cues from their traditional pairings, most Skyfire Legion mechs have been designed to have enough room for a ryphorian and a dragonkin ally. These mechs generally emulate dragons in both their appearance and functionality, unsurprising considering the mercenary group once took their name from the dragons they fought. The Skyfire Legion favors centaur-like quadrupedal mechs with a combination of destructive close-range weapons and elemental area weapons, such as thundergauntlets, flamethrowers, frostspears, and plasma swords. They value mechs with enough room in the cockpit or cargo hold that allows them to easily deploy their larger dragonkin allies for combat when necessary.

The most common of the Legion's mechs is the Skyfire Quickwing, a mobile and versatile combat machine capable of flight. Possessing reinforced armor plating and light shielding, Quickwings are typically deployed in squadrons of four to six for short range reconnaissance and skirmishing. Some pilots outfit their Quickwings with more powerful energy cores and lighter weaponry, using them as mid-range scouting units that make up what they lack in stealth with flight and ferocity.

The Skyfire Legion doesn't limit themselves to short-range skirmishers. The Skyfire Wyrm is a powerful combat juggernaut designed to look like a true dragon, with a powerful quadrupedal chassis equipped with flight and destructive claws designed to shear through armored plating; it has powerful weaponry integrated into the main chassis—typically missile batteries, rocket launchers, or sonic shotguns. "Release the hatchlings" is common Legion jargon for opening the hatch on a Wyrm to release dragonkin-ryphorian pairs who can provide tactical support while the Wyrm handles airborne combatants.

SKYFIRE QUICKWING — TIER 2

Huge skyspy

Operators 1–2; **PP** 2 (3/turn, max 8)

Speed 40 ft., fly 90 ft. (average)

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 24; **SP** 9; **Hardness** 1

EAC 20; **KAC** 20

Fort +3; **Ref** +6

Immunities construct immunities

OFFENSE

Base Attack Bonus +8

Melee buzzblade (upper limb–1d8+4 S; bleed 1d4) or spear (upper limb–1d8+4 P or S)

Ranged sonic shotgun (frame–1d8+2 So; critical knockdown)

Space 15 ft.; **Reach** 15 ft. (20 ft. with spear)

Strength +2

SYSTEMS

Power Core mk 3 dynamo; **Lower Limbs** agile biped; **Upper Limbs** precision arms (+1 melee, +2 ranged); **Auxiliary** autotarget, entry hatch, hast circuit; **Upgrades** enhanced shields, fleet

SKYFIRE WYRM — TIER 12

Colossal leviathan

Operators 2–6; **PP** 2 (7/turn, max 15)

Speed 20 ft., fly 40 ft. (average)

Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE

HP 122; **SP** 27; **Hardness** 8

EAC 30; **KAC** 33

Fort +12 **Ref** +13

Immunities construct immunities

OFFENSE

Base Attack Bonus +10

Melee plasma sword (upper limb–7d10+20 E&F; critical severe wound)

Ranged rocket launcher (frame–7d10+12 F&P explode [10 ft.])

Space 30 ft.; **Reach** 30 ft.

Strength +8

SYSTEMS

Power Core mk 3 eternal; **Lower Limbs** quadruped; **Upper Limbs** powerful arms (+1 melee, +0 ranged); **Auxiliary** emp cannon, entry hatch, haste circuit, plow plating
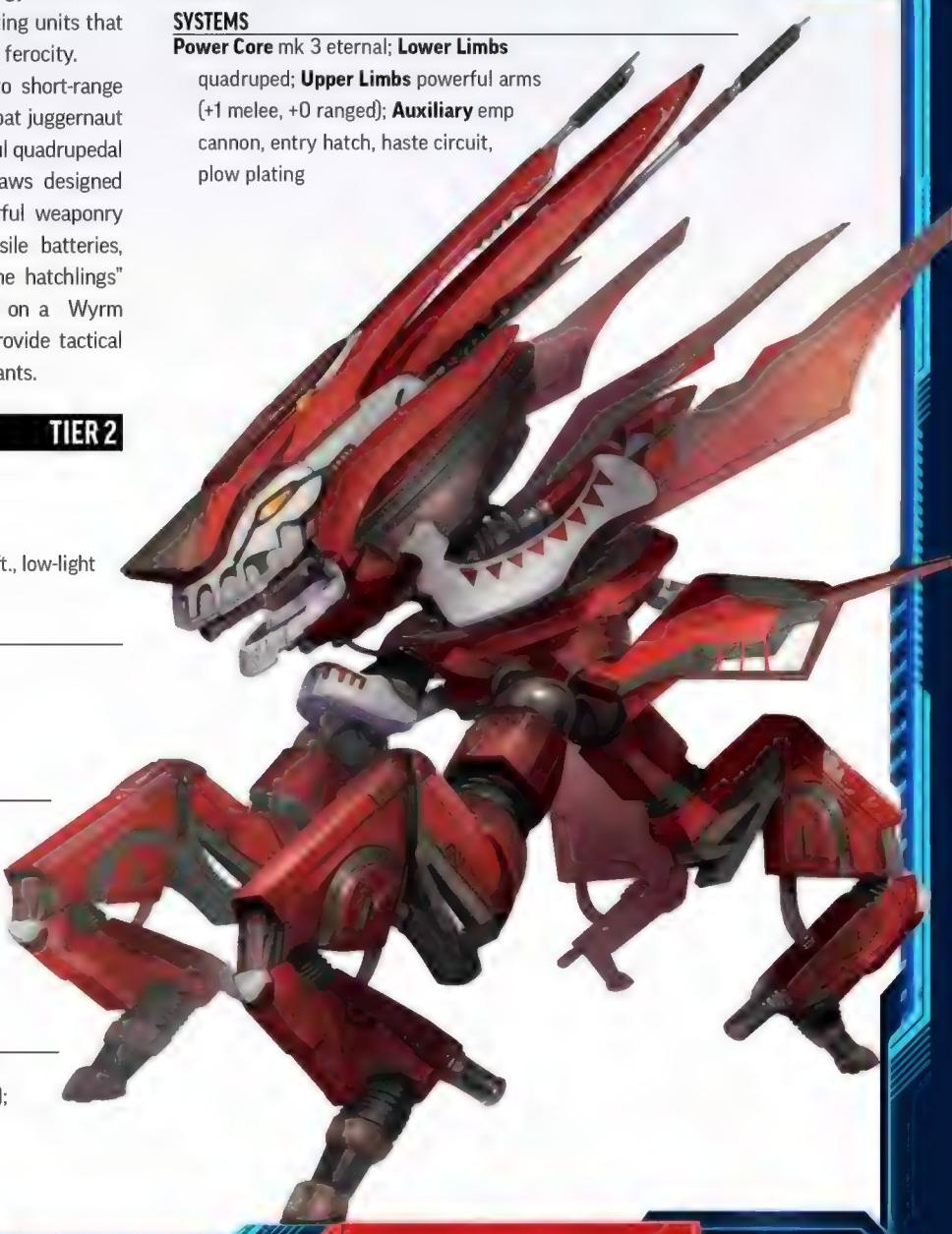
VESKARIUM MECHS

Before the historical events that cemented their allegiance with the Pact Worlds, the Veskarium poured their resources into designing combat-ready machines to empower their conquering forces. Many vesks believed Damoritosh himself demanded the creation of these "battle engines," and priests often blessed the completed machines before battle. The invention of the battle core—each one treated as a relic dedicated to the Church of the Conqueror—earned mechs a lasting place in vesk religious iconography.

The Warmander, sometimes nicknamed the skittertank, is based on an archaic design that was later resurrected and updated by skittermander engineers after the conquest of Vesk-3. Up to six operators can pilot the six-limbed amphibious siege engine.

The High Despots first commissioned the Ripclaw during the Swarm War. Dubbed "bug hunters" by their first generation of pilots, these mechs were designed for two purposes: kill the Swarm, and never run out of bullets. Historically, Veskarium

mechs were deployed to increase a ground unit's firepower, and vesk pilots' bullet-hungry tactics eventually necessitated the invention of support mechs. Rarely found outside the Veskarium, and largely out of commission in modern times, these transport frames had few functions other than delivering spare ammunition and weapons to deployed mechs.

RIPCLAW — TIER 2

Huge skirmisher

Operators 1–2; **PP** 7 (1/turn, max 16)
Speed 60 ft.
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 32; **SP** 7; **Hardness** 1
EAC 19; **KAC** 22
Fort +6; **Ref** +4
Immunities construct immunities

OFFENSE
Base Attack Bonus +8
Melee flame doshko (upper limb—1d8+6 F; critical burn 1d4) or sonic shotgun (upper limb—1d8+6 So; critical knockdown)
Ranged laser rifle (frame—1d8+2 F; burn 1d4), or missile battery (frame—1d6+2 F&P)
Space 15 ft.; **Reach** 15 ft.
Strength +4

SYSTEMS
Power Core mk 3 eternal (battle core); **Lower Limbs** heavy biped; **Upper Limbs** assault arms (+1 melee, +0 ranged); **Auxiliary** ammo reserve, entry hatch; **Upgrades** unbreakable armor

WARMANDER — TIER 7

Gargantuan swampstalker

Operators 2–6; **PP** 7 (1/turn, max 16)
Speed 40 ft., swim 60 ft.
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 14+10*; **SP** 17; **Hardness** 4
EAC 25; **KAC** 29
Fort +11 **Ref** +8
Immunities construct immunities

OFFENSE
Base Attack Bonus +9
Melee buzzblade (lower limb—4d6+14 S; critical bleed)
Ranged rotary cannon (frame—4d8+7 P)
Space 20 ft.; **Reach** 20 ft.
Strength +7

SYSTEMS
Power Core mk 3 eternal (battle core); **Lower Limbs** quadruped; **Upper Limbs** tough (+0 melee, +0 ranged); **Auxiliary** ammo reserve, EMP cannon, entry hatch, systems jammer; **Upgrades** unbreakable armor

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XENOWARDEN MECHS

The mechs that make up the backbone of Xenowarden planetary armor are a symbiotic union of multiple types of plants, trees, and lichens. With each mech grown to specification, arborists work carefully to graft multiple cultivars of native trees to a thin framework of supportive wire and light alloy framing. These saplings are nurtured and trained to an endoskeleton, and once a mech has matured, it can sustain its own energy needs with root systems and a verdant crown, possibly resulting in enormous mechs like the Xenowarden Canopy.

All central control systems route to the cockpit ensconced somewhere within the flora. The mech's functions might be controlled via algae pads, delicate fungal signaling systems, and precise nerve-like root structures coiling up into the cockpit.

Smaller mechs, like the Xenowarden Seedling, are readied for service earlier in the growth cycle, which lets them retain a great deal more flexibility and bend in the donor flora materials. This early harvest creates mechs that best serve as forward scouts that can cover more ground but with a trade-off of the pilot having less protection. The pilot usually sits partially exposed in the crown of the main tree, using more traditional control surfaces to actuate the mech in combat.

When a Xenowarden mech is knocked out during combat or otherwise abandoned, the root system takes permanent hold in the soil. The once powerful construct then takes on a second life as a flourish of new plant growth surrounds the fallen war machine.

XENOWARDEN SEEDLING   TIER 2
Huge marshghost
Operators 1–2; **PP** 6 (1/turn, max 13)
Speed 70 ft., swim 100 ft.
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 30; **SP** 9; **Hardness** 1
EAC 19; **KAC** 20
Fort +4; **Ref** +5
Immunities construct immunities

OFFENSE
Base Attack Bonus +8
Melee buzzblade (lower limb–1d8+4 S; critical bleed 1d4) or spiked shield (upper limb–1d8+4 B or P; critical bleed 1d4)
Ranged laser rifle (frame–1d8+2 F; critical burn 1d4)
Space 15 ft.; **Reach** 15 ft.
Strength +2

SYSTEMS
Power Core mk 2 eternal; **Lower Limbs** heavy biped; **Upper Limbs** powerful arms (+1 melee, +0 ranged); **Auxiliary** entry hatch, haste circuit, reconnaissance array; **Upgrades** enhanced shields, fleet (2)

XENOWARDEN CANOPY   TIER 16
Gargantuan trooptank
Operators 2–6; **PP** 6 (1/turn, max 13)
Speed 60 ft., fly 10 ft. (perfect, maximum elevation 5 ft.)
Senses blindsense (vibration) 30 ft., darkvision 120 ft., low-light vision

DEFENSE
HP 175; **SP** 51; **Hardness** 10
EAC 37; **KAC** 38
Fort +15; **Ref** +14
Immunities construct immunities

OFFENSE
Base Attack Bonus +11
Melee spiked shield (upper limb–11d8+24 B or P; critical bleed 5d8)
Ranged rocket launcher (frame–11d10+16 F&P explode [10 ft.])
Space 20 ft.; **Reach** 20 ft.
Strength +8

SYSTEMS
Power Core mk 2 eternal; **Lower Limbs** hoverpad; **Upper Limbs** tough arms (+0 melee, +0 ranged); **Auxiliary** ammo reserve, autotarget, cargo catapult, cargo hold (2); **Upgrades** enhanced shields

Smaller mechs can be disassembled, moved through their portals, and reassembled for distant operation.

Shoulder-mounted thrusters quickly catapult the mech into the air, unfolding into wings for sub-orbital aerobatics. Mechs deployed in thinner atmospheres typically lack wings altogether, opting for power-hungry anti-gravity arrays or wholly terrestrial loadouts.

Stewards mechs boldly advertise their allegiance, stopping many fights before they even begin.

Weaponry includes anti-technological and less lethal options, including electrified flechettes and narrow EMP bursts.

Barring a manual override, computerized controls limit actions that could result in heavy collateral damage or civilian harm, helping maintain the Stewards' peacekeeping reputation.

Integrated thrusters provide propulsion in flight and also enable extraordinary leaps.

Veskarium mechs are infamously deadly in melee, in large part due to the plasma doshko that can cleave through armor with ease. In practice, deactivated doshkos make equally deadly bludgeons.

Unironically called "warning shots," these mechs' missile pods tend to announce the machine's arrival by inflicting massive casualties followed by the mech's booming demand for enemy combatants to surrender.

The thick cockpit shell can open quickly for an armed pilot to leap out of a ruined mech and continue the fight on foot. The heavy shell includes no windows, relying instead on myriad sensors that let the pilots feel their surroundings.

The three emitters create and focus blasts of sonic energy that burst eardrums and crack steel. The pilot can calibrate blasts to minimize damage to certain substances, but the weapon is generally indiscriminate in its directed shockwaves.

Just as gravity holds the stars together, an even stronger force binds countless worlds to one another, expanding with the same unstoppable speed as the universe itself: technology! As if slumbering through a quickly forgotten dream, the multiverse awoke from the Gap refreshed and brimming with inventive ideas, catalyzed by Triune's Signal that kicked off centuries of innovations. Vesk engineers perfected mech technology. Ysoki-led teams devised more efficient starship designs. Lashunta scientists translated telepathy into neural networks. Androids blazed trails in cybernetics. Kasatha programmers improved user interfaces. Shirren futurists invented revolutionary programs to integrate alien technologies with one another. Most famously of all, technology has brought worlds together through Drift travel uniting thousands of species in a scientific community armed with countless inventive perspectives. Now that technological galaxy is so sophisticated that it seems to surpass magic in power and wondrous complexity!

Yet, there are differences. New technologies might seem like nigh-magical, life-changing miracles, but whereas inventions stem from purposeful acts of ingenuity, magic exists without purpose or form. The arcane wellsprings present just one more resource like iron or carbon—harvested, refined, and reshaped into the next wondrous device. As much as it vexes technological purists, modern machinery would be utterly impossible without magical components. Perhaps the Gap's greatest gift was relaxing old prejudices that insisted on the incompatibility of motors and magic, for the hybrid devices that arose since far surpass anything automatons and arcana could've accomplished alone.

Even then the best R&D departments are finite and furious about such limitations, for some feats defy technological answers. Reliable technological teleportation remains elusive, for example, and despite millions of person-hours, linguistic devices have never realized true universal translation. What's more, devices often require extremely rare or delicate resources, so even where science has devised a solution, the resulting technology requires decades of refinement to become accessible and affordable.

Don't be discouraged. The technological galaxy is ever expanding, and each obstacle presents another opportunity to invent the next groundbreaking innovation. What's impossible today could swiftly become inexpensively commonplace tomorrow with the right perspective and effort. After all, if three machines could unite and attain divinity as Triune, anything can happen!

The articles ahead explore the state of technology across the galaxy, providing a snapshot of a wide range of industries with an emphasis on the Pact Worlds and their inhabitants. These insights might be just what you need to set the scene for an upcoming adventure, concoct a tech-themed storyline, or inspire a character's background. Is your PC a former engineer for one of these companies who left to pursue their own impossible dream? Do they drop technobabble in every other sentence? Are they a budding media icon looking for the perfect art or rival? Anything is possible in this technological galaxy!

ABSALOM STATION

Warm sunlight washed across Wynt's slumbering face, and they sighed in soft contentment before remembering their apartment didn't have windows. They sat bolt upright, taking in the unfamiliar flat with its massive windows lining one side. The Parkside penthouse's view was just as impressive to behold during the day, overlooking lush Jatembe Park, the crystal clear dome of the Eye, and a universe of stars glittering beyond the arms of Absalom Station.

"Oh, I'm sorry," chirped a sleek robot from near the window opacity controls, "I didn't realize my heritor brought a guest home last night."

Wynt smiled at the butler bot, trying not to be too impressed with its custom, polished white carapace. "Yes, hello," they said, picking their clothes out of the garments scattered on the floor, "We met at the Option Junkies show at the Hamisfore. Speaking of, where is Luciant?"

"Luciant, as you say, is out and conveyed that I am to afford you a robo-taxi, should you desire."

Embarrassed morning rejections from curious execs rarely caught Wynt off guard, but using a robot—even a top-of-the-line Seneschal XIV—was annoying. Luciant, if that was even their real name, had seemed genuinely interested. Wynt told the bot they would just walk before pulling on their boots and letting the autolaces' whir mask their sigh.

Wynt idly thumbed through local headlines on their comm unit as they strode down the skyscraper-shaded boulevard lined with high end shops and sprays of strange flora. Humming holographic emitters and technomagical crystals jockeyed for the young human's attention with a haze of brightly-colored images of featured wares and specials.

"Wynt, my friend! Wanna buy a watch?" barked a cartoonish, fluorescent pink skittermander projection, showing off wrist-comms on all six of its chunky arms. Wynt frowned and adjusted their own comm's near-field settings, causing the hologram to lose interest and bark at the next pedestrian.

The shade of the borosilicate-windowed buildings gave way to the brilliantly green, terraced Jatembe Park. Wynt enjoyed the plant-enriched air here and even stopped at a kiosk to get some breakfast, muttering in annoyance at having to reactivate the comm's near-field to pay. Sensing another consumer, several nearby benches reconfigured their ad displays to attract Wynt's eye, who thanked the park noise ordinances for preventing ads from using audio. Instead, their comm buzzed insistently as they sat on the grass to eat. Wynt accepted the call, which displayed the tawny, furred face of an ysoki on screen, half of his features obscured by a tangle of wires and haphazardly mounted sensor augmentations. It was Duke, a talented, if talkative, engineer who handled Wynt's shipments. Wynt dodged some probing questions about the show while they ate their seasoned bean curd. They let the ysoki expound on the shirren band's teleharmonics before getting to business: the new shipment was in and ready for pick-up. With that good news, Wynt finished their meal and set off.

Hard-sided cargo skiffs and hover-jacks stacked high with crates of every imaginable size crowded the wide promenade that ran down the center of Kavalasa's Arm. Thousands of merchants, space crews, and dock workers of all shapes and species bustled about, weaving among the warehouses and workshops. Fortunately, Wynt knew where to go. The digital sign outside the steel-framed storefront switched from Castrovelian to Common as Wynt approached, displaying "Duke's Freight and Mech." Wynt stepped inside the mech showroom lined with large display alcoves lit by warm incandescents and then nearly ran into a towering purple-scaled vesk. Resplendent in polished ceramic brigandine, she was examining a deeply enameled mech in Duke's feature display before glancing at Wynt.

"Watch it, softskin," she growled. Wynt ignored her and ducked through the curtains into Duke's shipping bay. The loading dock sported five massive, enclosed gangplanks extending out into space on accordion frames. Duke was supervising several loader bots pulling pallets out of the anti-grav conveyors from two attached freighter ships. The ysoki waved at Wynt and motioned them toward the other end, where a sled stacked with hundreds of brightly-colored boxes waited. Wynt keyed their order number into the lock-release, let it scan their face, verified a code sent to their comm, and entered a personal ID number—each step unlocked one of four restraining clamps to ensure nobody else walked off with the shipment. The sled hummed faintly as it bobbed upward, floating a few inches off the ground.

Wynt grabbed the sled and started pulling it toward the exit, stopping at Duke's workstation to drop a holorecording from Option Junkie's opening number the night before. "Saved you something!" they yelled at the ysoki, who tossed them an exaggerated wink with his massive mechanical eye.

Deep in the Spike, Wynt maneuvered down the labyrinthine alleys of Voltaic Village, its lanes barely wide enough for the sled. The smell of fresh solder and roasting plastics perfumed the air, and the green-yellow glow of fluorescents shone behind age-stained polymer housings, bathing baskets and bins overflowing with tech parts. It was a dance to get around customers browsing through hundreds of tiny shops, some specializing in only one kind of part. Old signs for retired brands and a few modern advertising holos painted rainbows on stacks of components.

Wynt rounded the corner to their own narrow shop front, caged behind a nanocarbon fence that started sliding open at their approach. The "Wynt's Wares" sign flickered on with subtle plinking sounds, illuminating an android in adaptive synth-leathers and whose skin glowed with sky blue circuits.

"Iseph, you waiting for me?"

The android smirked, nodding at Wynt's sled. "I like to have first pick of a fresh shipment."

"Is that all I am to you? Some shady phase-emitter dealer? Get your fix somewhere else, street rat."

"It's good to see you too, Wynt." Iseph grinned. "Let me help you unload?"

"Deal."

AKITON

As the sun drifted into the narrow slit of Akitonian sky visible from the depths of the Edaio Rift, the treads of the ysoki caravan sent a slow, pulsing rumble through every bone in the ex-gladiator's body. She relaxed, easing her joints into the familiar thrum even as the burnished steel of her lower-left prosthetic arm rattled in protest. A three-month stint providing security for some excavations beneath the Halls of Reason hadn't done the limb or its shobhad owner any favors, and the tech was past due for a tune-up.

Who could complain, though? Blasting the occasional subterranean beast with a laser rifle was a lot less messy than crushing arena opponents with her bare hands. Once, she asked the miners what the tunnels were for. Just thinking, it turned out. The contemplatives needed a quiet space to meditate and attempt to perceive life across the galaxy, and the tunnels gave them that—hard to listen for someone lightyears away surrounded by sounds from other lifeforms. The louder the noise got, the deeper the crew tunneled. She couldn't find fault with that logic. Earlier, her truck struck some loose debris, sending shudders through the vehicle's shocks and prompting chiding barks between the ysoki operators. Sometimes the world was just too loud. Especially technology.

As far as job opportunities go, she could have done far worse. An offer had come in from VitariTech-3, but she didn't even read it. She knew better than to trust Akitonian research gigs: no regulation meant no accountability, and that meant disasters so bad there weren't even any bodies left to bury. People didn't die at Site 3, they vanished. The retired gladiator had already decided not to die with the roar of the crowd in her ears, so she definitely wasn't going out in the name of "scientific progress."

Not that she could really escape her old life. Her fellow passengers had become adorably less subtle with their excitement. They probably recognized her licensed likeness from the blood-sport vidgames (from which she hadn't received a single credit). Yes, it was her. No, she didn't mind a quick photo. It was nice to be asked permission for a change.

An ikeshti to her right powered on their datapad and scrolled the infosphere, obviously searching to figure out who they were sitting next to. Looking over their shoulder, the gladiator caught a brief glimpse of her old fighting persona: her body obscured by a war harness, her shoulders wrapped with her family's shoss bands, and four arms comprised wholly of flesh and bone. In the image, she hefted a lance and blade. The ikeshti glanced up and quickly powered the datapad down. She tried the smile she had practiced: the reassuring one that didn't flash too much tusk. The one that, she had been told, might seem less intimidating.

She knew it wasn't her disposition, but her skill in combat, that had helped earn her the attention of a talent scout who lured her to Arl's arenas 2 years earlier, securing her fame and fortune amid Akiton's economic wreckage. To the crowds, she represented so much: she was a symbol of planetary pride, a nostalgic memento of better times that few actually remembered, and a powerful warrior capable of controlling her

own fate in battle. But then, an unlucky strike mangled her arm. She'd won the match but lost the subsequent argument with her manager, who made her choice clear: fight with three arms to maintain her "primal persona" or get a cybernetic prosthesis and find a new gig. But she wasn't some beast to be exploited for credits. She was shobhad-neh.

So, she chose the new arm. After all, her favored fighting styles required all four hands, and she would sacrifice the roar of the crowd long before she sacrificed her own body or traditions. Like Akiton, she had suffered and, like her homeworld, she would persevere. Her arm might not seem like much, but it was beautiful, strong. Hers.

The caravan turned the final bend just as the afternoon sun disappeared, giving way to the "Thousand Lights" of Maro in all their glory. If the 3-mile-deep chasm was indeed a terrible gash in the landscape above, then technology had stitched the wound into something beautiful. Millions of streetlamps and holovid billboards illuminated a breathtaking array of shops, homes, and workshops that stretched from floor to upper ridge. Toward the top of the trench, sunlight still seeped in, but in the lower neighborhoods, another 23-hour night had already begun.

As the trucks rumbled to a stop, she scooped up her bag and waved goodbye to the other passengers before stepping out into the city. Peddlers, guides, and drivers approached to sell snacks and services to the new arrivals, competing to be heard over the clattering conveyors moving refuse around the nearby recycling center. She signaled her disinterest and set off for home, shielding her eyes to drink in the sights. Maro's heights created its own microclimate: dust clouds that drifted in scattered the lights above into a glowing kaleidoscope, crisscrossed by the tiny contrails of flying drones.

The view only got better as she boarded the elevator that carried her halfway up the southern cliff and toward her cramped apartment, which she kept solely for the view. Sparks flew below her as workers in repair shops transformed yesteryear's trash into mechanical miracles. Eddies of drifting sand sparkled as the breeze crept in from above, rattling windows with each gust before fading. Above it all, a hundred-foot-tall holographic mascot danced while waving prepackaged snacks, then disappeared in a cloud of marketing slogans written in a dozen different languages. Not to be outdone, two hoverbikes whipped by, hugging the cliff face, their speakers blasting shumka fusion while the riders sprayed soaring paint trails from cannisters held in their hands.

The gladiator couldn't help but laugh as the graffiti overlapped that of hundreds of others who'd tagged this stretch of cityscape before. Like these walls, Maro had reinvented itself countless times. The city had survived the Gap. It had survived a withered thasteron industry. It would endure whatever else came its way. Bloodied. Scarred. But always stronger. "Just like me," she whispered, unlocking the door to her home with a swipe of the keystick embedded in her metal palm. "Just like me."

VERCES

OVERVIEW

CLASSES

EQUIPMENT

VEHICLES

MECHS

A GALAXY OF TECH

Dorth caught the disdainful looks from the passenger seated across the aisle as she judged his ocular implants' refractive domes, tungsten alloy arm, and, above all, the cable plugged into a port along his left temple. Such attention nothing new. Many Pure Ones called Whitewave home and sneered at Augmented verthani like him, even though they usually harbored covert augmentations of their own. He could even see the branded wrapper enveloping his silent detractor's half-eaten lunch wrap—the sort of automated vending food generated from UPBs—so who was she to judge what he put in his body, anyway?

Concentrating to keep his irritation from showing in his chromatophores, he looked past her and out the grav-train's window; the horizon steadily grew brighter as the vehicle hurtled along raised tracks, away from Whitewave's perpetual darkness and into the planet's more hospitable terminator zone. For such an urbanized planet, Verces kept surprising him with its ongoing development. Even here on the fringes, new construction raked the skyline with skeletons of future apartments, warehouses, and server farms exploiting Darkside's chill winds. The future brought change, and after millennia of being the Pact Worlds' tech trendsetter, sometimes it felt like Verces was struggling to keep up.

No thanks to his employers, he thought. Dorth folded his arms, mentally shuttered his optics, and routed his datapad's visuals directly into his brain. Not only had Sedicorp's board insisted he hold a face-to-face negotiation with kasatha buyers in Threq, but the execs had given him literal paperwork for both parties to sign. Actual paper! It was his tech savvy and gear that had identified the kasathas, arranged the deal in the first place, and secured a vesk party on the waiting list; this whole meeting could have been an email. Given Threq's seedy reputation, this meeting felt superfluous and a little suspicious, even if it played to both parties' stubborn traditionalism and illustrated why Sedicorp consistently struggled despite growing demand for its flatfish-derived sedatives. Whatever. He needed to close a deal. Dorth shook his head reflexively and reviewed his correspondence with the kasathas and vesk, afterward switching to an ongoing drone racing broadcast until an internal alarm indicated his approaching stop.

After he mentally scheduled a robo-taxi, Dorth's cybernetics reverted to their normal settings as he stood, illuminated by a combination of eternal sunlight and the train's vivid advertising banners along the ceiling. The judgmental Pure One had already left, replaced by an Augmented verthani sporting chromed digitigrade legs; the two exchanged quick compliments on each other's gear before Dorth ducked out. A silhouetted forest of towering edifices stretched across the western horizon, fighting for space along the massive delta extending from the Riversea. To the south stretched the Skydock space elevator, reaching higher than the distant mountains and, from here, visible as nothing more than a faint shimmer escaping the atmosphere.

But Threq's downtown floated on untold thousands of barges mingling across the broad waterway like a sliding puzzle of city blocks, an age-old tradition that more permanent infrastructure couldn't displace. Thankfully, a flash of orange lights and a chirp above signaled Dorth's taxi—an automated hoverpod that gently drifted to ground level ; it opened its doors once the verthani used his integrated comm unit to confirm his request and identity. No sooner had he settled in one of the seats than the pod took off, gently accelerating to a blinding speed once it reached the prescribed altitude for southbound traffic. The water and barges whipped by below before kinetic dampers kicked in, slowing the pod as it made its descent.

The cosmopolitan crowds traversing this barge's brightly lit polycarbon terraces took no notice of a heavily augmented verthani. Dorth reveled in the anonymity as he wove between shoppers to make his appointment, lingering briefly outside a pristine augmentation showroom with cybernetics suspended like jewels in transparent aluminum tubes. Daydreams of the latest synaptic accelerator model entertained him until he reached the conference center and nearly collided with the flustered kasathan negotiators as they stormed out. "Ah, Althu of House Reysht, Inspired of Tlotolam, Soul of...Dje...?" The lead kasatha, visibly bruised, waved Dorth away before the verthani had enunciated even half of his name before departing with his entourage.

Baffled, Dorth located their meeting room to investigate. He found it occupied by three vesk, among them the waitlisted buyer. Dorth let his kasatha-gray skin change to a more friendly green as the lead vesk boomed, "Had a disagreement with your kasatha friends, and just our luck, they surrendered their spot in the queue!" The vesk smirked knowingly. "Our credits are good, so let's make a deal."

ADVERTISMENTS

Immense corporations might wield immense resources, but they must also attract and retain customers who are more mobile compared to any other time since the Gap. In Pact Worlds metropolises, advertising is insidious and ubiquitous. Brands jockey for positions on the largest electronic marquees, using bold colors and vibrant images. Storefronts entice customers with signage, smells, and other sensory draws. Infosphere advertising is ever-present and overwhelming, from pop-up ads to sponsored content. Hovering drones carry portable products and samples directly to likely markets, while artificial personalities in mobile kiosks offer advice on any question, inevitably suggesting a solution with a price tag. An average Absalom Station resident is exposed to more than 200 advertisements within the first 10 minutes of leaving their apartment.

Rural areas are hardly insulated from advertising. Even the most remote farming colony's infosphere receives and hosts thousands of broadcast ads for the latest in harvesting technologies and long-range communication solutions. Panoramic holoboards often crowd major roadways and parks, ruining scenic vistas and natural splendor. Orbital projector arrays haunt some skies as they blast miles-wide visual advertisements that blot out the stars. Residents retaliate often by lobbying for new zoning rules or, in the most severe cases, boycotting the companies responsible and destroying the offending signage. This delicate balance between intrusion and influence is a constant struggle, and many companies stick to distributing digital catalogs to tantalize customers.

Advertising experts find themselves in high demand, as few have the experience to market to more than a handful of sapient species. Top consultants like D'angelo Mirazel and Eponymous-5 can legendarily rattle off hundreds of planetary trends from memory and use their savvy to charge exorbitant fees. Any time a new species rises to prominence, hungry, young consultants flock to understand that society and establish themselves as its advertising experts. After all, companies pay handsomely for exclusive information on emerging life-forms with credits to spend. Such research is less glamorous than first contact, but often more lucrative.

In response, ad-blocker tech continues to evolve. The cybernetics firm BrainGuard has begun developing augmentations that recognize advertising copy and remove it from the user's field of view—or entirely overwrite the user's memory of it with something more pleasant. Data Curators, computers with artificial personalities that analyze info and

preemptively excise irrelevant ads, have also gained popularity, with the Abadar Acolyte 3.0 being a fan-favorite design.

In the face of such anti-ad technologies, some companies have turned to a more personal touch: influencers. Word of mouth, they say, is the best advertising money can't buy. Yet, companies still try, paying influential icons and celebrities thousands of credits to promote their brands without appearing to read from marketing copy. Some of the most powerful influencers practically command empires of followers, such as Saida Salzma, an elf whose 50-year dominance over the fashion and makeup industry leaves them without peer. Others fly high and burn out, like the ysoki Rattler, who commanded the spotlight with livestreams of starship test-flights before an accident ended any plans for more broadcasts.

Marketers often stretch the definitions of legality and ethics to gather targeted information about their consumers. Thanks to a recent leak by hacker collective "The True Seeing," the public has learned just how much personal data companies possess, from frequented infosphere sites to favorite stores and restaurants to location data mined from biotech augmentations. Consequently, consumers have become increasingly interested in protecting their privacy, which manifests in calls for government action and greater reluctance to provide any data to companies. On the other end of the spectrum, many consumers simply shrug and move on with their lives, accepting that privacy is a fair price to pay for modern amenities.

While no central agency for monitoring online communications exists, the Pact Worlds have established a few advertising regulations. The first laws prohibited false advertising and outright lies, but naturally, many companies immediately set out to find ways around this stipulation, most often by stretching the truth just enough to not be wholly false. Most recently, marketing specifically to children (defined by a specific age set for each common species) was made illegal in 298 AG, after a group of young kasathas on the *Idari* began a campaign to lower the traditional drinking age due to their fascination with the popular light ale mascot "Cool Cat Kenny." Negative advertising, while not explicitly prohibited, is also required to be truthful and thus has generally been found to be less effective outside of political campaign ads.

BIOTECH

Biotech is a broad category of technology that uses biological systems as implants, augmentations, and manufacturing elements. The vast frontier of biotechnology within the Pact Worlds is driven by constant competition from corporate interests, smaller biohacker collectives, and brilliant inventors that keep the field at the very forefront of advancement in nearly all facets of day-to-day life. From the mundane to the truly magical, biotechnology allows for a greater standard of living, more efficient solutions to common problems, and a higher degree of individual autonomy for the average citizen.

Though any well-established biotech therapy or augmentation is given the same trust and acceptance as other technologies, brand-new advances often weather initial suspicion. After all, for every dozen success stories at the bleeding edge of biotech, there's at least one apocryphal tale of prototype medical worms developing a taste for their hosts' flesh, overeager bacterial colonies escaping to ruin ecosystems, and maliciously engineered contagious modifications that collectively tarnished public perception and spurred regulations. While some planets have legislation for the industry, the frenetic pace of innovation means the law can't keep up with the myriad modifications, leaving matters of ethics, testing, and usage largely in the creators' hands. The results vary widely. While some biohackers burn perilous projects after realizing their terrible potential, corporate labs often keep such things around—just in case.

Of course, not all biotechnology is a medical marvel. Pricey restaurants sometimes employ a bio-chef who can grow even the most obscure food or drink within minutes from specially treated dishes, right at the table. In some cases, experimental new flavors exuded by specially crafted bacteria become the latest craze, spurring poorly replicated flavor-tabs that trickle down to wider public access. Nor is this trend of cheap knockoffs restricted to the culinary field. It isn't uncommon for corporate spies to infiltrate a biohacker collective to steal information and release a mass-produced (and usually inferior) version just before the collective is ready to go public. Corporate stranglehold on the field is often an unfortunate reality of independent biohackers, with many pressured to sell off their inventions prematurely and watch their pet projects get taken to market—usually with uses they never intended. Technologies once meant to bridge communication gaps between species might be repurposed into microbial colonies that enhance soldiers' neurological response time or enable squadrons to act together with telepathic seamlessness. Biological exoskeletons conceived to support wounded workers are frequently implanted in healthy workers, enabling them to physically shoulder heavier burdens and stress. Some corporations on less regulated worlds even lease motivational worms to implant in underperforming employees; by attaching to the brain, the trained worm can control endorphin levels to boost morale and output with little regard for the host's autonomy.

One of biotech's greatest advantages is the option to customize it for specific environments and societal needs. Outside the magnetically shielded structures on Vesk-6, for example, radiation can destroy even the most benign tech gadget in an instant. Yet, biologically adapted replacements for equipment like navigational aids, food ware, temporary shelter, and more have enabled life and exploration where it might have otherwise been impossible. Bioreactors consisting of vast bacterial colonies convert waste—anything from material refuse to exhaled breath—into heat for cooking. Rapid recellularization of plant material in specialized stakes allows a user to plant and water these stakes, cultivating a strong film of cellulose that expands and joins to create a durable emergency shelter. Biotech emergency flares house cascading colonies of bioluminescent bacteria. Just tearing off the flare cover exposes the bacteria to vital nutrients, and the metabolic reactions generate intense light and lift for hours.

Bretheda's constant, whirling storms frequently result in heavy structural damage to existing buildings. A single technician can now handle in a matter of moments what once would have taken multiple hours and put several repair technicians at risk to fix. The cracks, breaks, or collapses of building material are sprayed down with a patented yeast slurry; the resulting silken byproduct bonds and repairs fractured material, creating a bond just as strong as the host substrate. In a similar vein, medical parasites derived from formian symbiotes can consume dead flesh while secreting a slime that promotes healing and tissue integrity in most species. Initially used as a means of reducing worker injury healing time, the tech has now been broadly adopted into home-accessible medicine to good effect.

The application of biotech has even impacted the arts. On Ghorus Prime, aesthetic biotech is commonplace, especially in the colorful patterns engineered into public parks' foliage, creating brilliant mosaics of living leaves. Artists have adapted the technology to create organic shifting tattoos. The carefully implanted cells thrive just under the subject's skin, and in response to signals like adrenaline or flexing nearby muscles, specific cells expand or contract to display different pointillist designs or emit different light wavelengths. Such aesthetic implants and procedures carry a high degree of clout in socialite circles throughout the Pact Worlds. Bespoke grafted wings and induced bioluminescence allow any social climber to make a memorable entrance at even the most ostentatious party.

BODY MODIFICATION

Body modification in the Pact Worlds, and most of Near Space, is a breathing, thriving part of society that plays a significant role in how different cultures within each species interact with each other. Public perception of piercings, tattoos, and modifications as a whole trend toward comfortable ambivalence, if not outright positivity depending on the fashion. Although popular culture lionizes augmentations as tools for granting heroes super strength and intelligence, much of the technology exists to enable personal expression or assist disabled civilians. Nearly everyone has a friend or family member who has upgraded their failing sight, enhanced their skin, or purchased a commemorative tattoo to celebrate the life and loss of a companion. Trendier customers might prefer holo-tattoos that move, change, or even form integrated comm units.

In the Pact Worlds, the Augmented are the most outspoken advocates for body modification. Their ample documentation and advertisements often provide mod-curious consumers with their first resource in researching the possibilities. It's due in large part to their efforts that biotech and cybernetic augmentations are as prevalent as they are today.

Widespread acceptance rarely extends to necrografts, which are considered distasteful (though not illegal) in most societies. Eox, whose surgeons make significant profits with their necrograft leases, is a natural exception—as is Apostae, whose citizens often consider necrografts one more reasonable option for gaining a crucial edge in an unforgiving universe. The negative side-effects and public disdain drive necrograft countercultures, whose fans adopt necrografts to transcend their mortal forms or for shock value. In the Pact Worlds, an all-female gang of augmented humanoids and ghouls known as the Daughters of Eox are infamous for their distinctive white, skull-like face grafts of undead flesh, and they've quickly become polite society's iconic cautionary tale against necrografts. Few publicly offer such extensive necrograft services, though plenty of Eoxian specialists have the skills to do so for the proper fees.

Equally perturbing are artists willing to practice Kuthite or Devourer scarification rituals. The former modifications are as precise as they are painful. Tattooists create elegant illustrations using a hundred separate cuts and then inflame the skin with a variety of chemicals to preserve specific excruciations that the bearer can relive by applying pressure in the right place.

Devourer scars are far messier, as they're textured and made permanent by pounding ash into open wounds. Despite the chaos immortalized in these ritualized tattoos, the body art often preserves some destructive act important to the worshipper, such as scars resembling the blast crater of the first site a worshipper bombarded. However, the Devourer abhors permanence, thus the faith's body modification parlors

also harbor some of the most sophisticated tattoo removal technologies to ensure no memento lasts forever.

In addition to advocating little for necrografts, the Augmented also tend to overlook several cultural body art traditions with less immediately functional value.

A burgeoning movement among shirren adults involves commissioning artists to engrave designs on their exoskeletons to commemorate meaningful events and choices made during their current stage of life. After molting, the shirren often returns to the same artist to recreate the engraving with additional elements to express their growth and adventures since. Shirren young are encouraged to ask about such engravings, leading to a deep curiosity about the modifications of other species.

Engravings are also quite common among sentient robotic organisms and androids who decide against skin coverings. Runestampers, Inc. is a growing franchise of "personal engravers" who also offer tattoos for the softer-skinned, with minor enchantments incorporated into pricier designs. Absalom Station also has a thriving community of hand-tapping tattooists, each boasting different traditional tools at their disposal, from sharpened fangs of Near Space predators to less grisly tools like sharpened bamboo needles. Traditional followers of various cultures keep these businesses afloat, and customers are proud to show off new artwork.

Celebrities play a huge part in the rise and fall of modification trends, and most augmentation studios and artist parlors are familiar with the sight of a newcomer bringing up a holovid and excitedly gushing over their favorite star. More mainstream establishments often have digital catalogs and vidscreens available to browse through current popular trends, making the choice of a first modification less daunting. Lately, as part of a public relations campaign, the Cypremacy Collective has partnered with sundry celebrities to show the trendier side of augmentation, and to bury any mention of techno-terrorist attacks sometimes linked to the Augmented.

Piercings are less prevalent than surface body modifications yet no less respected. While conventional piercings involve metal studs and gems, ysoki innovators have transformed piercings into technologically-functional marvels. The most common variant incorporates a call button for personal drones, pinging the computer and serving as a short-range beacon that the drone can track. More ambitious parlors have experimented with transforming studs into planetary comm units, powerful computers, and even defensive weapons capable of firing a single projectile or energy blast before needing to be reloaded. The Akitonian fashion company Deeper Than Skin even offers ysoki cheek piercings that, with practice, allow the user to move objects into and out of their cheek pouches without opening their mouth.

COMM UNITS

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Comm units, from the modules built into modern armor (*Core Rulebook* 430) to massive orbital relays bouncing transmissions across an entire planet or into the Drift beacon network, keep the galaxy in constant (if not instantaneous) communication. Most denizens of technologically developed worlds don't give a second thought to how their voice and words get carried swiftly and securely to another continent, but comm units are actually one end of extremely complex and carefully maintained networks of systems.

Standard personal comm units are communication and computation devices that function by hooking into larger transmission networks, often including a planet's infosphere, weather and observation satellites, and webs of starship communication hardware. These handheld devices can thus offload more complicated networking and channel-shifting computations to enable instant and encrypted audio, video, and text communication. On well-developed planets, dropped calls and "dead zones" are a thing of the distant past, with unreliable communications universally being interpreted as a sign of sabotage or truly bizarre natural phenomena.

On worlds with damaged or less developed arrays, poor reception and failed uplinks are more common. Entire continents might suffer from deeply limited connections. Since personal comm units rely on modern infrastructure that isn't readily available in unexplored space, explorers often use unobtrusive, reliable relays built into exploration vessels rather than easily compromised external devices. Plenty of explorers aren't aware of the complex networking infrastructure built into the ships they pilot, until stranded without such a ship available. A single starship can generally handle the communication networking of dozens of personal or planetary comm units, while larger populations generally require more permanent solutions.

At the other extreme, system-wide and unlimited comm units can tap into the Drift beacon network directly to send correspondence. These units are essentially self-sufficient, as long as they have power (and, in the case of system-wide comms, as long as a receiver stays within range). These major pieces of hardware are generally too expensive and fragile for their owners to risk tampering with them much.

Personal comm units, however, are often modified and altered. Even a child's hand-me-down often has a tier 0 or 1 computer, some sort of audio reader, significant case customization, and a host of proprietary software from the manufacturer. What's more, modding communities across the galaxy provide tutorials and support for beginners and experts alike to develop their own software and hacks, like deployable holographic screens that provide a datapad-like interface. Unmodified personal comm units are only common as military

models, as desperately economical models, or as "burners" created for criminal enterprises, designed for use in only one operation before being discarded. The Apostaean manufacturer Shatterspike serves all of these communities with especially cheap yet modular offerings, though the devices reputedly carry Shatterspike spyware and have reliability issues on less sophisticated networks. Serious explorers and more reputable military outfits prefer Dissociated, a Vercite manufacturer known for rugged, dependable units built for hostile environments.

Standard comm units generally include software and hardware upgrades, proprietary programs based on expected use, and corporate-branded cases. High-end comms, used by the rich and technologically savvy, are endlessly customized works of art, each an expression of the user's personal aesthetics. Popular civilian comm unit manufacturers include AburComms (based in Absalom Station and known for their all-in-one "OmniComm" units beloved by adolescents across the Pact Worlds) and Dead Hand (an Eoxian manufacturer known for binding their comm units in leather to achieve a "tome wrapped in human skin" aesthetic with built-in book readers). Such things are bound loosely in form factor and function by the desire to market to as many species as possible, though after-market add-ons to make them more comfortable for a specific species' hands (or tentacles, pincers, and so on) are also extremely common.

Comm unit modifications take one of two forms: case-mods and soft-mods. Case-mods alter the device's physical hardware. While most are aesthetic, others are practical, including integrated flashlights, fire-starters, and sensor packages. At one time, integrating a comm unit directly into the chassis and nervous-system equivalent of constructed or undead species was incredibly popular (and considered "the ultimate case-mod"). However, a series of reckless incidents with such units involving androids fueled news stories and conspiracy theories that largely destroyed the market for any similar design.

Soft-mods are software modifications. With each device being a miniature computer, soft-mod communities have developed a wealth of secondary apps and functions. While encryption normally prevents comm units from operating complex devices remotely, soft-mods can add explosives detonators, navigational supplements, facial recognition suites, spell chips, virtual intelligences, hacking programs, and electronic countermeasures. Depictions in popular holonovels and trivid media often ignore comm units' limited processing power; fictional hero's tricked-out comm unit bypassing or taking control of tier 10 computers are largely the product of overactive imaginations.

DOMESTIC TECHNOLOGY

Technological marvels enhance households, reducing the time and effort needed for domestic upkeep. The most popular domestic tech abides by the philosophy of "less means more, and more means less." Innovation means finding ways to shrink appliances while cramming more applications into "all-in-one" units. However, sometimes planetary, cultural, or economic circumstances limit access to vogue innovations, so markets for appliances with primarily singular functions still exist.

Golden Home, an AbadarCorp subsidiary, leads the Pact Worlds in higher-end domestic technology and markets to those with disposable incomes. Golden Home's Key Cuisine collection boasts a smart stove with preprogrammed recipes; the most advanced models (appearing as sets of sleek, gilded counters) remove the need for manual culinary labor altogether, letting users produce homemade, gourmet meals easily. Third-party providers for appliance hacks and programmed recipes for smart appliances further expand these suites' functionality, at the expense of the technology's culinary fundamentals.

Similarly, all-in-one cleaning and maintenance appliances keep households pristine at varying price points. Smaller companies typically target demographics outside of Golden Home's focus. Simple & Klean brands appeal to low-income consumers as cheap, two-to-three–use appliances and offers customers rebates for sending back their defunct devices. Otherwise, individual appliances continue to exist, like vacuums, Roto-Rata washing units, Obelisk Lairguard thermostats, and the Lazersaw Lite—a portable laser-bladed saw designated for topiary purposes. As devices receive more features and frills, the wealthy have started treating domestic chores as recreational activities, making a show of handling increasingly exorbitant, yet publicly available, tech.

Recently, Golden Home recruited Declan Ranby, a human robotics engineer based in Aballon, and a virtual intelligence company called Vy-Real to produce The BOX. This semi-autonomous unit features metallic appendages that deploy for a variety of household functions, even including a built-in disintegrator for waste disposal. Sleek, rectangular, and compact, the console maneuvers using hover technology for those hard-to-reach places, then deploys wheels for other tasks to save power. The BOX includes VI functionality, which manages its artificial personality, settings, and task routines. Golden Home claims this all-in-one housekeeper marks a new era for domestic technology, but its price point leaves it highly inaccessible.

The galaxy is immense and diverse, with myriad cultures and domestic needs, so it's difficult for foreign companies to break into specialized markets. Within the Veskarium, Gechono Appliances dominates the domestic technology market. Due to the Veskarium's many biomes, Gechono innovated the industry-leading home maintenance technology known as thermal adjustment and filtration (TAF) units, which create comfortable living conditions—and can outright transform toxic environments into habitable homes. Even Gechono's most basic TAF unit, the Model-1, features temperature regulation (for those frigid days on Vesk-7 and Vesk-8), humidity control (for muggy days on Vesk-2), and filtration (for more polluted areas on Vesk-4), all in a central system while scanning for smoke, airborne pathogens, and extreme temperature fluctuations.

TAF technology has revolutionized climate control in the Pact Worlds, from Absalom Station's sleek installations to Akiton's bulkier units able to filter out dust and sand. Even then, few can compete with Gechono's ongoing innovations, with its recent Model-8 outclassing anything else on the market.

For recreational technologies, self-improvement remains a major market. Retailers offer modular physical well-being products that can train cardio, strength, flexibility, and more. GalaxyBod provides inclusive equipment with multiple model lines to accommodate different physiologies, like varying frame sizes and different arrangements of appendages, such as multiple sets of arms, foot orbs, or tentacles.

As more passive options, basic entertainment suites include hyper-realistic audio arrays and holovid display support. However, more advanced offerings involve full home integration, allowing holovid and sound projections in multiple rooms. Beyond Sound Entertainment developed a domestic version of virtual reality rooms, which they call the Simulac-room. It requires significant spatial investment; in exchange, the Simulac-room recreates out-of-planetary experiences within the home by combining wall-screen projections, holomodels, immersive sound, and specialized TAF units.

Within these markets, companies generally push (and charge premiums for) aesthetic adjustments to appliances, like custom colorations. These are often linked together, so a single named aesthetic (such as "Vesk Brutalist" or "Solar Posh") might be available for all the products a company offers, ensuring a consumer can always buy matching pieces. Stylistic adjustments also include designer brands; celebrity interior designer Forina Fonza has created entire lines of aesthetically appealing—albeit functionally bereft—appliances like the hanging refrigerator and the inverted vacuum.

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Technological societies require power. From people living as minimally as possible to those living in technological structures like space stations, everyone still needs access to steady and reliable energy. Cities typically rely on central generating stations, while small outposts on sparsely populated planets often need to generate their own power. For starships, energy production is critical for taking long voyages without constantly refueling. Ultimately, the energy must come from somewhere, whether through renewable, consumable, or magical means.

Many worlds have embraced renewable energies, limiting the environmental impact of energy generation and conserving a planet's natural resources. Early-modern technologies like dams and solar panel arrays have evolved dramatically over the centuries, with installations becoming ever larger, sleeker, and more efficient. Wind turbines along Liavaran stations can create surplus energy by harnessing a fraction of the planet's eternal storms. Formian scientists have sustainably tapped into Castrovel's molten core, utilizing consistent geothermal energy. Numerous star systems have even created partial Dyson spheres, with thousands of solar farms orbiting even the Pact Worlds sun and storing energy in immense batteries that can each power a small city for months. Even Aucturn's toxic atmosphere has trace chemical compounds that specialized reactors can convert into usable energy, albeit slowly. However, the desire for renewable power has limits. Asteroids with no atmosphere don't benefit from wind power, planets with opaque atmospheres can't benefit from ground-level solar panels, and those with solid cores have no geothermic potential.

Magical power generation is possible but is more difficult to manage at the scale of a planet, space station, or even a city, requiring very powerful magic or minor magic from a lot of people. The fabled Starstone Reactor of Absalom Station is magically powered, but such artifacts are rare. Battery chargers activated by the simplest spellcasting are popular purchases among the magically inclined, but while restoring a datapad to full power is easy enough, magically powering even a single household is difficult for most individuals. Many mundane methods of power generation have integrated magical assistance at various stages, such as magical fire to relight a combustion generator and spells that generate wind to keep windmills going on a still day. Some magic-rich societies tend to offload more of the energy production to magic-users, with specially designed power plants that capture electricity produced by magical means. Such societies also make high capacity batteries capable of holding magically generated energy that tend to be popular among spacefarers as backup power supplies.

Converting magical force directly into usable power is possible, but less common. Power plants that absorb force spells like *magic missile* and convert that magic into usable energy exist on a few planets; however, the energies at play are immense, and improper use has triggered magical explosions that make the technique largely unpopular.
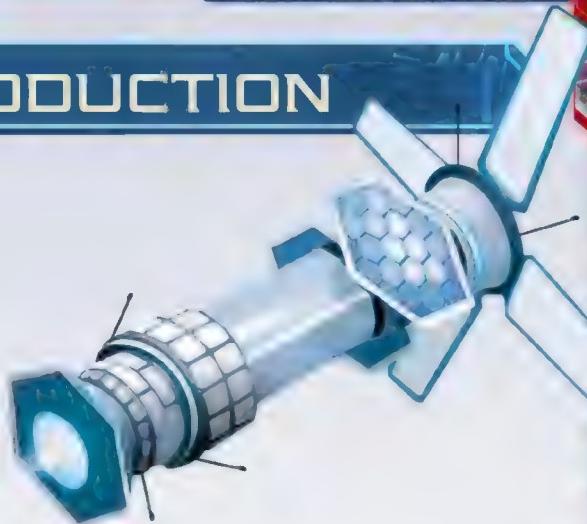
Nuclear energy is common in many societies, with both fission- and fusion-based reactors seeing use. Fusion reactors are preferable as they create less hazardous waste, though their technology tends to be bulky and expensive compared to the miniaturization and cost advances in nuclear fission. However, fission reactors aren't without risks, and larger reactors typically either employ magic-users to help find and contain radiation leaks, or reserve the reactors for remote operations, such as asteroid bases, where leaks would be less disastrous. Zeizerer produces a cheap, portable "MicroSun" brand nuclear generator common in asteroid mines, and personnel typically bury any hazardous byproducts on the asteroid and leave warning signs posted once the mining concludes. Stewards banned the practice, hoping to deter renegade Diaspora scientists from seeking out such deposits to create powerful weapons, but many mining outfits still leave their nuclear waste behind.

Combustion energy production is also common, though in decline, throughout the galaxy. It's the most straightforward method of power production for many species—and often the first when a group settles a previously uninhabited planet. Burning wood, coal, oil, gas, or biological materials is an easy way to generate energy, though it comes with environmental side effects. Some planets have atmospheres heavy in flammable gas, which can make it easy to create a gas-based power plant, but also runs the risk of igniting a massively damaging explosion. Organic combustion plants, such as the Sopeth Corporation's "Warm Body," are less efficient at power generation but are often much safer choices.

Power distribution is another variable in how people receive energy. Dense cities generally have efficient, centralized power stations that provide energy to residents; whether that power is sold or provided for free depends on the city's economy (and politics). Sparsely populated areas often see a much larger emphasis on household and commercial energy production, with solar panels, windmills, and hydro generators. Battery storage is critical for decentralized power, since energy production isn't constant. Complex computer systems are often installed to balance the needs of generation, storage, and distribution, many of which run the popular Striving Algorithm developed on Aballon and made available freely over its infosphere.

FOOD TECHNOLOGY

The Pact Worlds are home to dozens of species hailing from different planets and communities, each with their own unique cultures and traditions. In diverse cities across the galaxy, cultural exchanges between communities yield innovative new trends in art, fashion, music, and culinary spheres. Indeed, the foods found in urban cores are often an amalgamation of those found across various societies, and many find that the flavors of the fusion foods emerging in these cultural hubs defy norms on their home worlds.

During the day, street vendors and food trucks can be found near corporate offices and transit hubs while in the evening, markets appear seemingly out of nowhere to cater to the masses enjoying the nightlife. The earthy scent wafting from the grills of the Lashunta-run Grubbery lures in passers-by and can be found on most planets within the Pact Worlds system. The restaurant specializes in skewered and grilled grubs that have been lightly salted, curried, or sprinkled in a variety of spice mixes. Those with a sweet tooth or looking for a photo-worthy snack might favor Wolliberry, a food truck franchise that sells decadent wolliped milk ice cream topped with vibrant berries, flowers, nectars, and nuts from Castrovel. And nearly every Pact Worlds city hosts at least one continuously operating Forever Sunrise stand, serving Vercite coffees and other Fullbright-grown energy beverages and snacks. While some of these mobile eateries use traditional technology to cook, most have moved on to using temperistones (described in the next paragraph) that provide ideal temperatures for heating, cooling, or preserving food.

However, the varied composition of atmospheres and environments that comprise each world means that there is no one-size-fits-all approach to food preparation and technology. In places with low-to-no atmosphere, such as in spaceships, on planets like Orry, and at extreme elevations, water boils at a lower temperature, liquids evaporate faster, and gases expand at a faster rate. If an unknowing cook were to bake a cake under these conditions, an unmodified recipe would yield a thickened, pasty mess of overflowing batter instead of a moist cake. To combat the food-based problems rising from differences in atmospheric pressure, technomagical engineers developed various workarounds to ensure as consistent a culinary experience as possible. Among the most popular of these are temperistones, or T-stones, that can be calibrated to a specific temperature and pressure. The stones magically preserve and emanate the temperature and pressure of their calibration in a two-foot cube, creating a small zone where food can be prepared to the user's standard regardless of location. When not in use, the T-stones fit inside small pouches that temporarily disrupt the stones' magic fields.

As the needs of growing populations have evolved, one thing that hasn't changed is the desire for simplicity. Many homes, particularly in urban areas, lack full kitchens due to space restrictions and the very real risk of culinary experiments destroying property. Culinary synthesizers can ensure a hot meal is always available, but they tend to be beyond the

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programming expertise of most households—if the food you want doesn't have a synthesizer code, you have to make it the old-fashioned way. Many households thus rely on prepackaged, ready-to-eat convis (short for conveniences) for ease and variety. Convis are precooked, vacuum sealed, and flash frozen in liquid nitrogen so that they can simply be dropped in a water bath of the appropriate temperature half an hour before consumption.

Another rising technology of convenience is the vending machine—more specifically innovations that have improved the centuries-old design. The growing array of interplanetary snack foods brought a resurgence in vending machines' popularity to ensure that galactic travelers can readily acquire familiar treats or try out new foods. A tap of the credstick at one machine might buy a pouch of defrex jerky, a bag of jelly-filled gummy oozes, a jar of iridescent rock candy with different arthropods crystallized within, or a can of steaming hot tea from your choice of twelve different planets. Some vending machines dispense fully heated and plated convis and are designed to sterilize and reuse the serving plates, while in big cities, some vending machines are essentially mobile robotic micro-restaurants that periodically migrate in search of customers and foot traffic.

Even in the age of efficient food energy and ready-to-eat meals, many individuals still find beauty in the art and science of molecular gastronomy. Some marvel at the creations they can make in their own kitchens, experimenting with the vast array of ingredients imported from planets near and far. Those with the means can visit high-end restaurants that elevate artistic expressions of food to an entirely different level. Situated in an unassuming building on Absalom Station is Canvas, one of the most exclusive restaurants in all of the Pact Worlds. High-ranking officials, celebrities, and other VIPs who manage to book a table can look forward to elaborate dishes such as delicate shellfish arrangements precisely seared with plasma rays and served in smoke-filled glass domes; molten cheese flash-frozen to form crunchy, ice-cold shells with steaming hot soup inside; and assorted pureed fruits and vegetables crystallized in spiraling ribbons that look more like sculptures than salads.

For those desiring a more eldritch spin, elite establishments like Canvas feature chefs who have mastered the art of mystic gastronomy: the infusion of magic into food. These culinary artisans can produce cocktails vibrating with electrical energy, flaming desserts that don't burn when consumed, seeds that grow into edible flower arrangements right on the plate, or any number of innovations that defy expectations. While such creations are not limited to fine dining, more common establishments serving the same lightning cocktail may see customers whose hair stands up on end with each sip, while those savoring a flaming tart might find the tart is still harmlessly flaming when it exits their body.

Planets lacking physical space or suitable growing conditions for high-yield crops often support greenhouse satellites. These solar-powered, automated greenhouses continuously monitor plant health and maturity to optimize yields. While the operational structure of each satellite varies, most are wholly maintained by a committee of representatives from each multi-generational farming family growing crops on board.

With sophisticated monitoring and harvesting technology, these greenhouses rarely require more hands than those already on board, but they all seasonally welcome a handful of paid interns studying food technology. In the Pact Worlds, the most famous of these satellites are the "jungle boxes" that orbit the sun closely.

Societies with primarily deep-sea or subterranean locales can also build greenhouses, made possible by sun lights and industrial solar cells that power the superstructures. Early facilities in these light-devoid ecosystems shone brightly across moderate distances, but the solar energy emanating from the sun lights caused local flora and fauna to either die off or rapidly adapt to the new light in often undesirable, ecologically devastating, or dangerous ways. Some plant species absorbing the solar radiation grew to immense sizes, depleted localized nutrients, and then died—releasing dangerous toxins as they decomposed. In one instance, once-sightless predators evolved to detect the shadows cast by facility staff. After a harrowing 30-hour period when a deep sea greenhouse saw dozens of the newly-evolved predators slam repeatedly into the glass exterior of the facility as they followed the shadows of the farmers within, all greenhouses erected in lightless ecosystems developed and maintained strict light containment protocols to ensure that no light would contaminate the local ecosystems.

As cities grow and populations boom, governing bodies are also turning to algaculture as a high energy, high-yield food investment. Vast algae farms sprawl out across miles of land and ocean, creating deep green vats of concentrated energy to be harvested and processed into food. Each algae farm cultivates only a single strain of algae in a monoculture because even a single foreign alga can contaminate the cultures and reduce an entire farm to ruin in a matter of days. While algae as food was originally unpopular due to the gritty, soap-like texture of the bars they formed and their tendency to stain teeth a dark green hue, recent advances in the industry have shifted production from solid bars to pastes that stick less to teeth and are generally more palatable. They come in a wide range of flavors such as cheese, grass, squid, and chocolate, and are commonly consumed straight out of the tube, spread on crackers, or stirred into hot water as soup. Many of the best algae farm technologies have grown out of the systems used in the *Idari* during its generations-long trip to the Pact Worlds.

Algaculture isn't the only sustainable food science frontier. Numerous research groups have developed myriad means of creating artificial and humane meat, though none have yet dominated any large markets. Early prototypes utilized cellular agriculture to culture live animal cells in large sheets but, while the taste and texture was meat-like, the modular shape of the meat made it unappealing to the masses and gave rise to the derisive nickname "sheet meat." The latest advancements in biotech have given rise to plants able to grow incredibly meat-like fruit through photosynthesis. Each new plant species is engineered to grow fruit of different flavor and texture comparable to a live animal counterpart. While most consumers remain unfazed by this new fast-growing, sustainable resource, patrons in Veskarium markets vehemently oppose what they dismissively call "meat trees."

INFOSPHERES

Infospheres are massively networked, largely independent information grids, each of which covers an entire planet (or, rarely, an entire star system). While infospheres found in different star systems are built and maintained by unrelated groups, they're usually similar enough that a computer or comm unit designed to communicate with one infosphere can operate with any of them.

While some of this compatibility stems from the efforts of countless tireless engineers, in part it also traces back to mysteriously similar code present in many cultures' otherwise unique infospheres. Based on their prevalence and distribution, these code fragments seem to originate from some proto-infosphere network across the galaxy before or during the Gap, often referred to as the Sprawl. The Gap's scrambling effects apparently corrupted much of this code, leaving the Sprawl fragmented and unusable. However, many post-Gap societies salvaged and incorporated elements of the Sprawl into their new infosphere technologies, preserving phantom elements of this old network.

Naturally, many speculate wildly about the Sprawl's creators. With the rediscovery of ancient spacefaring peoples like the kishalee and sivvs, some fringe historians attribute the Sprawl to one or both groups. A few data analysts have isolated fossil message fragments, whose deciphered timestamps suggest the Sprawl might have facilitated instantaneous communication over any distance, which is far superior to modern Drift-based correspondence. These feats suggest powerful magic, and some scholars believe the Sprawl retains some divine resonance, suggesting it was powered by a god or was even a god itself. If so, that deity's now silent on the matter, suggesting they're either dead or were mind-wiped by the Gap along with their sacred network.

Modern infospheres are collections of networks linked under one entity or location, which is usually a planet, institution, or corporation. Subspheres are subsidiary networks under an infosphere. The term "infosite" or "site" refers to a specific location within digital space. Modules are hardware or software functions that provide an interface for a specific thing or task. Accessing an infosphere varies according to the entity that controls it, with AbadarSphere being one of the largest, boasting subspheres on hundreds of worlds, bases, and starships under the church's control. AbadarSphere relies on Data Citadels, massive relay towers that house the infosphere's digital scaffolding and broadcast their signals across wide distances. Participating planets typically have a handful of Data Citadels to ensure consistent coverage, and smaller routers on starships help receive incoming data from other infospheres on the ships' assigned frequencies.

Despite AbadarSphere's considerable size, Abadar-based installations represent only a fraction of galactic infosphere infrastructure, with thousands of providers and dozens of technologies across the galaxy. Predominantly magical infospheres develop in societies with longstanding spellcasting traditions, storing and retrieving data through systems supposedly modeled after Heaven's libraries, the Akashic Record, or even stranger realms. Even biotech solutions exist; the Brethedan Confluence occasionally sends parts of itself to create a living hub from which the rest of a planet's infosphere might grow.

On the far smaller scale of private use, most Pact World denizens can access infospheres through public terminals, personal computer units, wearable consoles, and implants. The most common interface for such systems consists of holographic screens that pop up around you, operated using voice commands and touch prompts. Most public terminals can receive input in numerous languages and have a series of graphic icons that can be used by anyone who might not speak the local languages, as well as various other accessibility features.

Personal computer units, wearable consoles, and implants can turn infospheres into powerful augmented reality spaces designed as sensory experiences. Painfully helpful virtual assistants, vibrant four-dimensional previews, jingles of local big-name brands, and mascots from the products you last browsed clamor for attention within the digital space. Users can streamline this experience by purchasing upgrades like ad blockers, accessibility tools, and sensory boosters. Browsing an area covered by an infosphere can become a literal walk through an information superhighway, complete with road signs and destinations. Private infosites within this augmented reality start off as bare spaces, similar to an apartment unit. Subspheres and modules present themselves as extra rooms in the user's virtual house, as tools, decorations, or furniture. Calls between infosphere users come in the form of meetings that take place right within the virtual space.

Personal access tends to have a limited number of approved frequencies. The typical functions include browsing and posting on social media, academic work, remote jobs, managing offworld investments, shopping, consuming audiovisual media, playing video games, and indulging in all kinds of recreation. In fact, some infosphere companies rely heavily on revenue generated from virtual travel. It helps that augmented reality can, through powerful magic, transmit sensory information over digital spaces. At times, this leaves users confused over what is real and what is not. Infosphere users carrying on intimate relationships with and eventually marrying virtual entities is not unheard of.

The massive Drift Dreamer Travel Agency based out of Maro, on Akiton, offers their elite clientele "a full package" of delightful experiences. They have a vast database of worlds that clients can go to and are constantly looking for adventurers willing to to sell their memories to lend realism to the experience. Notably, Drift Dreamer agents can build what they call Paramours: artificial personality constructs who accompany clients on their tours. The company offers a wide range of options for these dates; they've been praised for how realistic their Paramours are and how advanced their personalities can be.

Death and its trappings are not exempt from commodification through infospheres. Gracewing Limited has made a fortune from their Angels line, which features digital artificial personality

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reconstructions of deceased clients, or the loved ones of clients. They do this through hours of observation, painstakingly weaving together digital footprints of the deceased through their activity on infospheres. On their death, Gracewings creates a private subsphere for the Angel. These "heavens" simulate a small world that suits the deceased's personality. Angels are meant to be limited to their subsphere, though skilled hacking (or paying off insiders in Gracewings) could allow enterprising or desperate individuals to transplant Angels into another digital space or a mechanical body.

Anyone with the means can create an infosphere, and planets often have several overlapping infospheres at once. Governments often have a centralized network with basic services and frequencies for communicating with their constituents. Subspheres of such networks tend to be specific to a continent or city. Corporations then run their own infospheres with subspheres for employees, branches of their companies, services, shareholders, and users. If they have the resources, private users can also create their own tiny infospheres for personal purposes.

All told, myriad infospheres and subspheres exist. The Golden League maintains WarSphere, an augmented reality modular combat simulator that can serve as a fresh battleground between their members. Freedom fighters from the Android Abolitionist Front have infospheres for encrypted comms and delicate operations. Grand Intersect is a growing infosphere on Aballon attempting to foster cultural exchange by collecting a universal database of knowledge that can be used by all. Other infospheres have been established for the sole purpose of granting a governing body total control over its populace. By using armies of paid hackers and holovid forgers, a political faction could feasibly turn a democratic nation's entire system on its head, manipulating the populace into voting for dictators.

There are several organizations, including the Starfinder Society, who seek to recover additional Sprawl infrastructure, periodically identifying previously unknown portions of the underlying code scattered across the galaxy. In addition to these discoveries helping to unravel the system's mysterious origins, these code strings often enable forgotten functionality when incorporated into existing infospheres, behaving almost like weapon fusions but for information networks. However, these artifacts sometimes hide corruptions—most of them benign, but some of which attempt to seize control of nearby networks for chaotic or nefarious purposes.

There are worse incidents. Old reports from recovery teams speak of bright, ghostly flickers of a tall figure exuding digital decay within the augmented reality spaces of some fragments. Prolonged exposure to unstable sections is rumored to cause aural hallucinations; users who have encountered this phenomenon often claim someone called to them in their own language. Multiple accounts claim that the voice tells them to come into "the Sea." Conspiracy theories claim people who have made the mistake of responding to the voice rarely survive with their sanity intact. Rumors suggest that a god did truly power the Sprawl in the past. If so, that deity may have splintered into countless pieces during the Gap, and—irrevocably shattered—now clings to the pieces of their ruined kingdom.

MEDIA

Whether passionate soap operas, sensational reality shows, or breaking newscasts, broadcast media takes up a not-insignificant portion of an individual's life. Each of the Pact Worlds has its own patterns of media production and consumption. While it's fairly easy to discuss the primary corporate or government media channels and systems, thriving business also exists beneath the notice of such large media conglomerates, sometimes by design. Imports from other systems, often bootlegs brought from far-off places in the databanks of traveling starships, flood nearly every infosphere. Some companies with official licenses will translate and package these for sale, but much is driven purely by fan interest and distribution. There are also thousands of independent broadcasts, ranging from streams of people playing games or engaging in everyday activities to shows with the same kinds of themes or goal as trivid shows from big companies, just with lower budgets (and sometimes lower production values).

Because new broadcasts constantly come into every world and system, most governments and corporations work together to maintain a centralized media hub. Such hubs require that all incoming material undergo their vetting processes, which check for illegal content (whether pirated or otherwise forbidden), ensure new media doesn't have viruses designed to weaken the infosphere, and tag anything of major importance that should be immediately sent to authorities, such as news of wars or interstellar threats. Of course, at least as much material gets illicitly smuggled into a system's infosphere as gets processed through proper channels, but the vetting process at least gives enforcement and information gathering agencies a starting point. Media hubs can also generally override all the broadcast fees on a planet, or sometimes even an entire star system. This ensures that emergency signals can be sent out, though if someone takes control of the hub, they can also use it to command the broadcast screens.

With the presence of the Starstone shortening travel times, Absalom Station serves as the primary media hub for the Pact Worlds. Once, it also hosted a wealth of independent media companies, but in recent decades most have been gradually absorbed by the media juggernaut Jenoate, which manages licensing, translation, and distribution of content from its headquarters on Absalom Station. While much planetary programming only ever sees an official worldwide release, Jenoate handles the legal details for getting the most popular programming system-wide coverage. Such programs typically release on Absalom Station before being shipped to other planets, but for many popular programs, Jenoate makes lucrative deals with specific planets for first premiere rights. Only the most popular programming gets system-wide release due to the complex coordination involved. The program itself must be transported to each planet, typically in hard-copy form, and a premiere time must be set. Due to time differences on each planet, it's impossible to show a program simultaneously on every planet during peak viewing hours, so premiere times are generally set as close as reasonably possible to one another.

Jenoate maintains a fleet of starships used almost solely for transporting media to their distribution centers on each world, where it can then be distributed as its partner networks please. Thieves are known to lay in wait to capture drones carrying the newest content in order to create and sell bootleg copies, requiring the ships carrying the most in-demand content to frequently need armed escorts.

Since the signing of the Absalom Pact, the Pact Worlds have enjoyed a previously unmatched level of cultural sharing and ideological dissemination, though it isn't always free. Consumers typically pay a monthly subscription fee to access content—that is, unless they choose to illegally pirate it instead. Almost anything can be found on the infosphere, and hackers are always quick to crack Jenoate's newest encryption technology.

Each member of the Pact Worlds holds to its own copyright laws, which makes shutting down media piracy a challenge. However, this doesn't mean piracy is the only arena in which copyright laws matter. Copyright conflicts also arise in legal distribution disputes as well. For example, while works produced on Absalom Station are generally owned solely by the creator, the barathus of Bretheda consider such works to be owned jointly by society at large. This has led to multiple lawsuits and conflicts with foreign works on Bretheda, as well as AbadarCorp repeatedly trying to acquire sole offworld distribution and licensing rights for Brethedan works, much to the confusion and disinterest of barathu creators.

The muddied waters of copyright also lead to many lucrative careers in media piracy. For planets without official licensing contracts with Jenoate, piracy is the only way to gain access to offworld media. Even on planets with existing contracts, less scrupulous networks might pay questionable sources for content rather than waiting for Jenoate's release date or entering into strict licensing contracts. While Jenoate would ideally like to maintain contracts on as many worlds as possible, there are numerous barriers. Elven networks in Sovyrian still refuse to allow their content to be licensed on Apostae, and one would be hard-pressed to find a Sovyrian-based network willing to air drow-produced media. Some governments don't allow any foreign media imports. The Triaxian city-state of Aylok bans outside media and imposes harsh penalties for anyone caught smuggling or consuming foreign content.

Jenoate also handles frequent censorship issues when distributing media between planets to ensure works comply with each world-specific rating system. The most common is the censoring of violence in serials and reality shows from Apostae, Eox, and Akiton. Several governmental agencies on Castrovel have been been praised for their efforts to partner with creators to eliminate depictions of animal abuse on numerous shows throughout the planet's infosphere, offering grants and awards to actors and directors whose work embodies animal-positive portrayals. However, some bloodsport purveyors consider this wholesome movement a threat to their industry, with some

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arenas doubling down on their violent spectacles or moving to less regulated corners of the galaxy.

Common media genres in the Pact Worlds can be divided into four groups: film and serials, reality, sports, and news broadcasting. The following gives a general overview of each.

FILMS AND SERIALS

Storytelling pervades the galaxy's cultures, and various technologies can record and share tales in ever-evolving ways.

Elven cinema is one of the oldest forms of film in the Pact Worlds. Elven filmmakers pioneered many cinematographic techniques that eventually spread across the system, but the relative slowness of their evolution compared to that of other worlds means many contemporary audiences view Elven films as derivative or cliché. Rumors of a complete copy of *One Thousand Years in a Day*, a masterpiece of Pre-Gap Elven cinema that has never been viewed in its entirety, recently surfaced on a Near Space world. Rumors abound regarding why the original creators of the film hunted down and destroyed every copy soon after its original release.

For serial documentaries, little compares to *Wildwise with Shess Isolai*, where the eponymous nonbinary halfling host enthusiastically explores Pact Worlds wildernesses and records their natural wonders while chatting with any animals encountered using their wildwise implant. Some eco-groups argue that the show disturbs sensitive biomes, and the showrunners have received multiple threats to cease production. Nonetheless, Shess's efforts continue to drive ecological preservation, ecotourism, and copycat shows.

Lashunta film and television continues to attempt to mend the wounds left by the war between lashuntas and formians by introducing positive depictions of the species working together. *Days at Qabarat U*, a beloved Castrovellian sitcom, features a group of friends comprised of lashuntas, formians, and elves who navigate the challenges faced by youth in a post-war society—all while hilarious hijinks ensue. While the show remains popular, its director has recently disappeared mysteriously, shortly after which comm units on Castrovel began receiving strange messages in the director's voice that repeated one word: Aberus-9. While some believe this a genuine call for help, others dismiss this as a publicity stunt to build hype for a hitherto unannounced show.

The Pact Worlds has a soft spot for period dramas, such as shows that depict historical events. One popular production, *Freedom and Fire*, is set on mid-summer Triaxus 160 years ago. It features a bonded dragonkin-android duo who navigate challenges as the movement builds to grant androids Pact Worlds citizenship.

The Diaspora is not known for producing original programming. It is, however, known as a hotbed of media smuggling. Jenoate does not maintain a consistent distribution network in the Diaspora due to the prevalence of space pirates, which suits the pirates just fine. Almost all media consumed in the Diaspora is stolen. Free Captain **Niki Nowhere** (CN male ysoki) has gotten comfortable in his niche as the Diaspora's de facto media distributor. Niki's fleet, Niki's Nonames, lies in wait to raid Jenoate premiere ships and distribute the bounty for a reasonable fee. While Niki originally started pirating popular films, he eventually realized many residents also depended on him for news from the rest of the system: a duty he's begun to take quite seriously.

REALITY

While scripted serials and documentaries are popular, the supposedly unscripted and sensational drama of reality shows amass huge followings. Countless reality shows are filmed, produced, and canceled each year, many of them by the Pact World's own Eoxian media mogul Zo!, who at any time has no less than a dozen shows either in production or airing on various infospheres.

A current trend in reality shows involves a film crew following adventurers as they embark on dangerous expeditions to dilapidated ruins and remote planets, a theme that originated as a way for organizations to acquire funding for their archaeological or scientific endeavors. However, the idea has steadily morphed into something that focuses more on the petty dramas between adventurers than on exploration and discovery. For more extreme situations, professional danger-seekers often attach cameras to their armor or implant them in their body, allowing them to record everything they see or do without putting a production crew at risk.

The Pact Worlds reality show genre likely originated from Eox's Halls of the Living, known for its truly invasive and humiliating "reality" broadcasts. One such broadcast, *Democracy*, features contestants who perform mundane tasks while viewers vote on what obstacle should be placed in their paths. Voting options are often dangerous or downright strange, such as "a starving defrex" or "a truly surprising amount of pudding." Other popular, less malicious shows in this genre include *Derelict Delvers*, which follows an independent salvage crew as they find and strip abandoned ships lost in space, and *Under Apostae*, which follows expeditions into the mysterious tunnels and caverns within the planet. Perhaps unsurprisingly, the latter is known for the rapid rate at which cast members are killed by traps or monsters and replaced. *Wraith Whisperers* features a group of Sarenite priests who track down undead and help them pass on, either with direct negotiation or holy fire. Such shows have massive followings all over the Pact Worlds, and while some planetary censorship boards argue that the violence that inevitably accompanies such premises should never be broadcast, shows like *Under Apostae* have found that episodes in which a cast member suffers death or maiming invariably get the most views.

While there's certainly a market for bloodshed, other genres of reality shows are popular as well. *Alone in the Vast* places groups of contestants on an uninhabited planet with no supplies with the challenge to survive for 30 days. *Pact Worlds Kitchen*—another show from the Halls of the Living—is a popular cooking show where contestants must make dishes with uncommon or downright strange ingredients. The show recently came under fire after one of the surprise ingredients was the liver of an endangered feathered renkroda native to Castrovel's protected continent of Ukulam.

Shows that focus on the lives of the Pact Worlds' rich and famous also amass devoted followings due to the charismatic and larger-than-life personalities of those they focus on. Cehrinth Misraria, a member of one of the lesser drow noble houses, recently began enjoying commercial success and fame after her lifestyle vidcasts led to her getting her own reality television show. *Cehrinth Takes Nightarch* consists of a camera crew following her around as she goes about her day on Apostae. Cehrinth's portrayal as an underdog gave the show a significant following, but she truly took off when she survived an assassination attempt and killed her assailant onscreen. How Cehrinth intends to use her newfound popularity remains unknown, but she's garnered some unwanted attention from the more powerful Houses, who worry she intends to leverage her fame to make a power play, potentially catapulting her House to a new level of influence in Nightarch.

SPORTS

Many sports leagues compete for views throughout the Pact Worlds, and the amount of revenue made frequently corresponds to the amount of bloodshed or explosions onscreen. The various bloodsports available are far and away the most popular form of competition in the system. From arena matches to vehicle death races, there's a blood sport for anyone with a taste for it.

Akiton's gladiatorial arenas quickly adopted broadcasting technology and are now an incredibly popular pastime throughout the Pact Worlds. They even have a respectable following in the Veskarium, offering a much flashier and ostentatious form of entertainment than comparable, Veskarium-produced content. The kasatha and android rivals Nadar Swords-for-Hands and Killstreak-65 are two of the biggest names in the arena at the moment. Their feud has escalated to a point considered extreme even by arena standards, and the views for their upcoming and much-anticipated grudge match are expected to set historical records.

Among viewers who prefer not to see organic bloodshed, Aballon's Robo Wrestling is quite popular. While traditionally only anacites and SROs competed, the sport recently allowed organic wrestlers to compete in power armor, much to the disdain of purists. The vesk Muzanta the Exile is a serious contender for the title of this season's champion and has drawn a huge fanbase, but the closer the championship match approaches, the more likely it seems parties who don't want non-anacites competing might do something drastic.

Combat is not the only sport popular in the system. The Vercite zone-capturing sport eshara recently gained traction on other planets in the system, especially Castrovel, where Qabarat University is laying the groundwork for a league utilizing shotalashus instead of the traditional serpentine mounts native to Verces.

Sports can also serve to strengthen bonds between nations, as pervasive interest surrounding the sport of brutaris shows.

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While the sport originated in the Pact Worlds, it's developed a diehard following in the Veskarium, where the high-energy game appeals to vesks' competitive drives. The biannual Veskarium-Pact Brutaris Tournament pits each of the systems' best against each other. Two years ago, the team representing Vesk-6, the derisively named Command-6 Wildcats, defeated the Asanatown Anarchists in the championships. Some Pact World officials are not happy with the press and incessant boasting that followed this defeat, and are looking for new talent to ensure a Pact Worlds victory in the next tournament.

Vehicle races are another popular sport throughout the system. Among the many courses, there is flare dodging along the surface of the sun, terrestrial vehicle track racing in the Akitonian wastes, and also races through Bretheda's deadly Byssine Run, frequently hosted by Zo! himself, who has a skeletal hand in games and reality broadcasting all over the Pact Worlds and even into Near Space. Such races are frequently sponsored by vehicle and ship manufacturers and the pilots and vehicles are typically decorated with advertisements.

NEWS

While entertainment media takes up a significant amount of airtime and consumer attention, newscasts are vital for keeping the Pact Worlds apprised of current events.

On Aballon, the Information Relay is in charge of monitoring events and disseminating important news to the rest of the population via direct broadcast. Important news is broadcast directly to receivers embedded in the anacites themselves, though non-mechanical denizens of Aballon can opt into the system on their comm units, or implant receiver augmentations. Aballonian news broadcasts are known as some of the most unbiased in the Pact Worlds, but they are also so dry that other networks tend not to run them without "spicing" them up in some way.

Since people in the Pact Worlds have several planets' worth of news to sift through each day, some networks exist simply to analyze the breadth of stories and organize the most important ones into an easy-to-digest broadcast. Given its centralized location, Absalom Station makes a sensible base of operations for such a program. *What? in the Universe with Mande Wen* is a popular talk show that claims to highlight each week's most important stories from across the system with no bias, though observant viewers might notice the show was recently acquired by Jenoate.

One of the most widely trusted news outlets in the Pact Worlds is UHK, or Universal Holy Knowledge. The network is run by a sect of Yaraesa's faith, and believes that keeping denizens of the system up to date on current events is a sacred duty of the followers of the goddess of knowledge and learning. The network is partially funded by the church, and otherwise by pay-what-you-can subscriptions. However, maintaining a wide scope of coverage is expensive, and the network is frequently in danger of having to raise its prices or cease providing to lower-profit areas, both things that the kasatha Head Speaker Batai Kora of Clan Jadar has stated he will never allow.

On the *Idari*, one of the most popular newscasts is the Culinarium's live broadcast during its banquets held every four months. Since tickets are limited, many denizens can only experience the newest dishes vicariously on a screen. Since these broadcasts receive so much attention, factions on the *Idari* have started attempting to hijack them in order to spread their beliefs. Recently, a faction calling for the colonization of Akiton took over the *Idari*'s media hub and held the broadcast hostage for almost an hour. However, *Idaran* political groups aren't the only factions known to hijack broadcasts to further their agendas. The Android Abolitionist Front has occasionally taken over newscasts on different planets to force everyday citizens to witness the horrors of android enslavement in order to muster support or action.

Apostae's news is delivered by many disparate networks. Houses Arabani, Zeizerer, and the less powerful House Tzaminek control the three most prominent networks: Arabani Broadcasting Now, Zeizerer News Today, and The Tzaminek Truth. Stories on these networks are always spun so far in different directions promoting each house's agenda that most citizens of Apostae know better than to take any at face value. The one thing the Houses can agree on is that they don't want foreign networks to gain a footing in Nightarch, so citizens who seek news untainted by a House's PR team generally have to resort to secretive means, leading to a strong market for smuggled news.

In addition to legitimate news operations, Pact Worlds media include myriad pundits who analyze current events. The young ysoki analyst Triq is a fan favorite thanks to her combination of informed debate and readiness to speak truth to powerful figures. After several years as an expert guest on news programs, she's beginning to build an independent investigative journalism team, for which she's always recruiting new talent. Some viewers prefer comedic takedowns over careful dissection, and there are dozens of competing programs that satirically present the news, sparing little thought for public figures' pride. The most infamous of these programs, *It's Your Fault*, is a daily news broadcast hosted on Bretheda's moon, Dykon, by a trio of irreverent urogs. The three end every episode with Carbon-Cam, a media clip depicting a non-silicon-based creature doing something embarrassing.

While many cults prefer to do their work in the shadows, Carsai the King has taken a different approach, with his sinister speeches being one of the few things regularly broadcast from Aucturn for popular consumption. While many—especially the Knights of Golarion—are suspicious of his motives, or even that the broadcasts are actually from him or originate on Aucturn at all, efforts to block or censor the broadcasts have stalled. If the broadcasts are from Carsai, he's committing no explicit crime, and if they are not, he has channels through which he could contest their authenticity, so most Pact World governments allow his broadcasts to air. These broadcasts have garnered a devoted fanbase with members all across the system that refers to itself collectively as "Carsai's Kingdom" and posits that Carsai is a misunderstood hero devoted to protecting the system from the Dominion of the Black. While the group appears harmless at the moment, there's no telling what plans their king might have.

MEDICINE

People often associate medical sciences with hospital hallways and the smell of antiseptic. In reality, the medical sciences, and the hybrid technologies that integrate various healing magic, encompass a staggering array of subjects and practices. Thanks to advanced techniques, lost limbs can be regrown, diseases can be cured, and sometimes, even the dead can be restored to life. Every year brings new studies and new procedures, all with the goal of providing better care for a diverse, galactic community.

More than just dramatic hospital visits or emergency calls, billions across the galaxy rely on medical science to improve their everyday health. Prescription painkillers along with professional-grade medical devices like sprayflesh are widely accessible, with many public facilities maintaining a few basic medkits and other technological devices for emergencies. A host of lesser cures are prolific in Pact Worlds and Near Space households, including inexpensive versions of medpatches designed for scraped knees rather than mortal wounds. It is unusual for a denizen of modern society with typical access to its benefits to die of an infected cut on the finger, parasitic infestation introduced through contaminated food or drink, or any ailment that can be avoided with good hygiene.

For those with chronic health issues, assistive technologies exist and are constantly improving, though access to such options varies wildly by the society and wealth of the individuals desiring assistance. Mobility aids such as hoverchairs allow their users to maneuver through a variety of environments, and powered frames can help those who need them walk and move with greater ease. Items like the MediCorps Flexskin, a modified set of second skin armor that has heuristic servos to aid the wearer's mobility, are hailed as miraculous advancements, though they must be recharged daily, require weeks of grueling physical therapy to use properly, and are mitigating devices rather than cures for the degenerative diseases that impact many of their users.

Virtual intelligences play an important role in mental health services, serving as cognitive aids that anticipate their user's needs and help those with memory loss or attention issues. Similar software is used in mental-wellness applications, which provide virtual counseling at any hour through the convenience of a domestic drone. As advanced as virtual counseling is, however, psychiatrists still advise patients to seek help from licensed therapists in addition to using these programs.

Unfortunately, all the preventative medicine in the galaxy can't stop emergencies. When people are injured or contract serious illnesses, a trip to a doctor is necessary. Urban areas hold far more options for treatment than rural or frontier settlements, but not all provide equal levels of care. Physician drones (*Armory* page 101), sometimes called "mechadocs,"

can offer professional care for common problems, from broken bones to local flu, but generally aren't equipped to deal with anything unusual. Walk-in clinics cater to their local communities, usually handling minor ailments and wounds. Though not always the cheapest option, these places specialize in short visits and fast treatments by using nanite technologies like hypopens and patches. Hospitals handle more serious wounds or conditions that require long-term care, and offer advanced diagnostic equipment, treatment facilities, and specialist doctors. In the direst emergencies, back-alley clinics remain far from offering the most advanced (or cleanest) facilities, but tend to be far cheaper and ask fewer questions than other alternatives.

Perhaps the most dramatic examples of medical miracles are regeneration and resurrection. Though not a feasible option for most, a lucrative industry of "regen clinics" exists for those with the credits to afford such services. Treatment doesn't stop at restoring life and limb, however. Before the body returns to full capacity it needs to undergo post-regeneration therapies. Exact side effects vary between species and physiologies. Humanoids, for example, commonly suffer nerve dysfunction as the new body parts integrate with the old, while constructs vary depending on their species and the type of treatment used, but generally experience fewer complications than organic patients.

Researchers continue to attempt to understand the full breadth of side effects involved with bodily reconstruction. The most prominent of these studies comes from the Cloudbreach Institute of Medicine, a small Brethedan arcology dedicated to the study of xenophysiology. The institute often seeks to study individuals with rare mutations or otherwise unusual physiologies and provides generous compensation to anyone willing to volunteer for clinical trials.

Even in the case of death, there are still options available. Most hospitals have a small number of regeneration tables for emergencies, though the cost to use them is astronomically expensive. The best cases use the patient's intact body and a combination of magic and technology to recall the soul of the recently deceased. Trickier situations involve bodily destruction or negative energy interference, the latter sometimes leading to the creation of borai (*Pact Worlds* 211). After-resurrection therapy is ideal in any case. The body needs physical therapy for restoration to full health and to reacclimate the soul to corporeal existence. Mental and emotional care is important to address any trauma borne from the experience. In extreme cases, the soul might become damaged by the discontinuity of existence and reject the resurrection, even after being brought back. The magnitude of care and cost involved with resurrection means it's not viable for everyone, nor is every medical facility able to accommodate it.

MUSIC

Music in the Pact Worlds benefits from artist commitment and technological advancements in equal measure. However, while technology makes musical production and education more accessible than ever, practice and dedication still remain the vital components separating good performers from great. Modern technology enables easier collaboration and increasingly powerful performances. For example, when studying music, voice students with augmentations often directly upload notation and key matching data, allowing them to sight read and match pitches with ease. Musicians can link synth instruments to headphones and practice without disturbing others.

Established artists often obtain augmentations to enhance their performances, especially among percussion-heavy styles. Augmentations allow for supernaturally fast rhythms, creating a competitive drive among performers. Bakarang performance culture values throat augmentations, allowing artists to project with speed and clarity while enhancing the deep percussive backup beats. Similarly, euphonics artists dabble in the concept of silent concerts, allowing attendees to listen on supplied devices with custom settings that help users achieve the peak listening experience. Before performances, attendees fill out questionnaires about their bodies and listening habits so the performers can tweak audience audio devices to ensure perfect stimulation of their aural centers.

Holovid concerts have increased in popularity since the holo-pop phenomenon Strawberry Machine Cake's breakout success with the medium. In its wake, smaller bands have started experimenting with holographic projection, including the drow band Abysshead, who have announced a horror-themed performance based out of Apostae to be broadcast throughout the Pact Worlds. Home bands can find holographic display parts with relative ease, but they're prone to casting projections into unwanted locations, including other homes and out on public walkways. Most citizens find these sudden performances amusing, though various security agencies on Absalom Station insist that the disturbances can cause needless risks and misunderstandings.

To support all possible audiences, accessibility tech remains ubiquitous in the music industry. These innovations include the incorporation of holovids

of sign language interpreters into performances, as well as the option to enable live recorded subtitles for deaf or hard of hearing attendees. The reception has been very warm, with Strawberry Machine Cake offering filters for holovid interpreters to match the theme of their concerts. These holovids have also led to a surge in popularity for Shirren humfusion, a genre characterized by its soft, rhythmic chanting and reliance on listeners' telepathic abilities to fully understand the meaning of the music.

Because music is an artistic medium, reception to assorted genres tends to vary depending on who is listening. The general public tends to consider shumka to be an over-augmented trend fit for sleazy night clubs, exemplified by performers who favor volume over tune and string percussionists who prefer speed to beat. However, an attraction to the music recently sprung up among listeners outside of Akiton due to the up-and-coming band, KaWyrd. The frontrunner of the band is a female shobhad who goes by the stage name Wandering Beats. The group was discovered in a gritty nightclub on the crowded streets of Maro, and is known not only for their aggressive bass, but also for Wandering Beats's disdainful attitude toward augmentations. Her naturally fast percussive play style and her ability to roar out across large crowds have attracted a significant fanbase among Pact Worlds youth.

Eoxian ennui rock styles itself around dirty synth rhythms combined with a heavy percussive beat. The genre features lyrics that focus on the hardships of death and heartbreak, and has started to catch on outside of the undead planet. The genre covers an impressive range, from the violent and growl-heavy Autolysis Bloat to the confessional-focused lyrics and soft moaning of Adipocere. The latter band recently gained an uptick in popularity thanks to fan reception to the charming good looks of the lead singer, a ghoul named Votrut. Their concerts sport an even mix of living and undead attendees, and often require special security considerations to prevent the latter fan group from consuming the former.
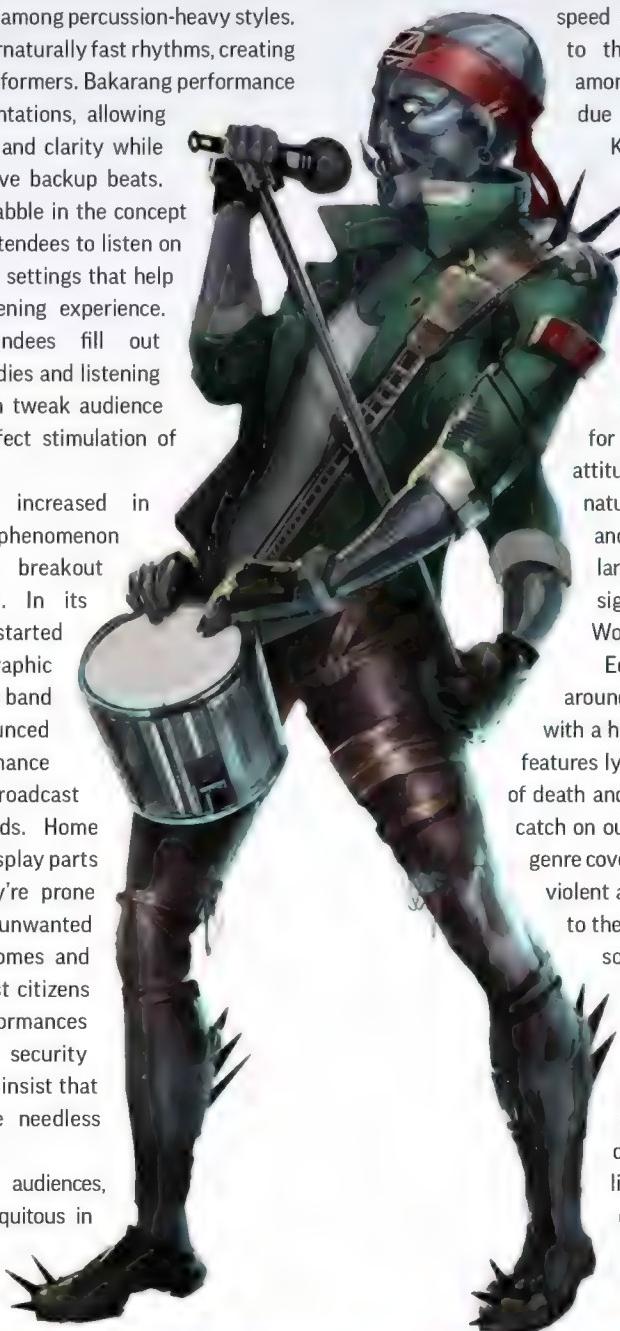
OBSOLETE TECH

Many mistakenly believe obsolescence to be a function of time, with technology aging, failing, and being replaced. More often though, obsolescence is a function of comparative utility. Some ancient technology retains a high degree of functionality and remains in service, especially on worlds where technology levels are lower than the standard or where local conditions make high-tech solutions unreliable. Other consumer items are specifically designed to fail after relatively little use to encourage the purchase of newer models; this so-called "planned obsolescence" exists to serve the bottom line of many corporations, though it can sometimes spur major innovations.

In the long arc of history, what was once considered state-of-the-art is now archaic. The hovercar replaced the horse-drawn cart and the factory floor replaced the blacksmith's anvil. This doesn't mean that such devices have completely disappeared, only that their use might been seen as unusual or less efficient (unless that is the technological norm of the world). Though some avenues of this progress have been lost to the Gap, their results are clear: starships, space stations, energy weapons, and more are commonplace in the Pact Worlds and the Veskarium, for instance. But that doesn't mean that technology is done iterating, building on what came before and sometimes relegating those predecessors to the junk heap.

The first major time of post-Gap innovation centers around Triune's Signal, which brought the knowledge of the Drift and how to build engines that traverse the plane and travel to distant locations at faster-than-light speeds. While Drift engine manufacturing now maintains an industry standard, for a few years after the Signal, many early models were power-gobbling behemoths; some even leaked radiation or exploded under stress. While these models have been off the market for almost two centuries, they still turn up on old, unsalvaged hulks floating through space or crashed on remote asteroids.

The same can be said for thasteron-fueled sublight engines that the Drift engines rendered obsolete—at least as a means of long distance propulsion. In the Pact Worlds, thasteron was mined almost exclusively on Akiton and was the primary fuel used to get starships from one planet to another. Thasteron's refinement and sale were the backbone of Akiton's economy for an unknown period of time stretching back into the Gap. Unfortunately, the Drift renaissance tanked the industry. Over the next several decades, Akitonian cities slowly decayed as thasteron sales slowed, those credits instead used to produce newer and better Drift engines. However, thasteron still features in many starship engines, as the fuel's reliability and reactivity allow for swift acceleration and maneuverability in hazardous situations. Even so, thasteron's waste byproducts encourage many to seek cleaner power sources.
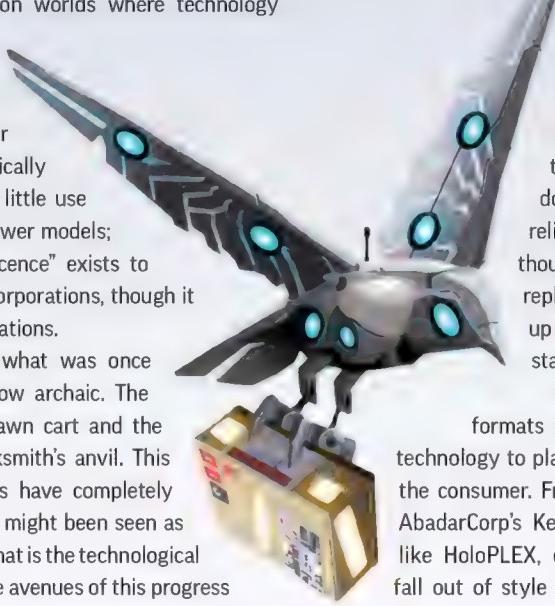
Drift technology also revolutionized communications. Most previous interplanetary missives were sent in batches through broadband bursts when certain satellites aligned—usually once a day—or through magical means. Those wanting a more direct courier could purchase single-use "mail drones," tiny robots with thasteron thrusters that could navigate from one planet to another, allowing a kind of door-to-door delivery. The drones' questionable reliability outweighed their convenience, though, and robust shipping systems replaced the novelties, which still turn up in junkyards and abandoned space stations, as functional as ever.

Both physical and digital media formats are constantly evolving, as is the technology to play them, sometimes to the chagrin of the consumer. From defunct proprietary formats like AbadarCorp's Keytone to niche open-source devices like HoloPLEX, once-novel media formats gradually fall out of style and become increasingly difficult to play on devices with limited backward compatibility. The most prominent example of a rapid rise and fall is the fledgling Fi-vid's "Sensurge" technology for trivid recreation suites. The company spent millions of credits advertising this "brand-new way to experience entertainment in your home or starship," but the hype quickly deflated when many customers decided they didn't want to repurchase all their media. Others were less than thrilled to learn that the tech caused their trivid suites to rumble at uncomfortable frequencies, causing an unsettling nausea in many species. Seemingly overnight Sensurge media was a joke, and Fi-vid had to shutter their conversion studios. However, old Sensurge trivids are still traded by some self-proclaimed media purists who find the vibrations to be the best part of the experience.

For spacefarers, few innovations were as game-changing as the compact environmental controls built into most modern armor. Although some versions existed since the Gap, only in the last century have the intersection of reliability, protection, and duration been perfected. Earlier models included Iratha's Skyslug, a single-use symbiote that absorbed poison and recycled air; the infamously uncomfortable Multifold Star-Harness; or the Vercite ShieldTech line whose technomagical shield aura couldn't adapt to most body shapes without collapsing its protective field.

This isn't to say that new inventions aren't worth the hassle. But actual revolutions in technology are rare, and incrementalism is often what moves more product than innovation. Some people always line up for the latest gadget, while others are happy to keep their very first comm unit despite its clunky interface and low battery life. The galaxy is a wide, weird place, and the matter of obsolescence is relative.

ROBOTS

In urban settings, robots are commonplace. Domestic robots priced as luxury consumer goods serve a number of household functions, including cleaning and organizing; many well-off households have an all-purpose robot or two. Public transit vehicles tend to be self-driving, a feature also available for personal rides. Cleaning robots roam parks and well-off streets, looking for trash left behind by pedestrians. Retail stores often leave the overnight shift to robots who clean the store and stock the shelves, then recharge during the day. Stylist robots occupy hairdressing salons and fashion outlets, aiming to provide algorithmically driven recommendations for clothing and accessories.

Most space stations, and even some ground complexes, are maintained by a host of automated drones. These drones typically boast more autonomy and even the ability to self-replicate, which can keep a station operational decades after its organic crew leaves. On starships, mechanics often build and maintain simple helper robots to fetch tools and perform basic starship inspections, though more paranoid crew consider it bad luck or outright perilous if the "programmed" crew begins outnumbering the "organics." In less-developed areas, cheap, casual (and thus delicate) robots are far less common. Those found in the sunbaked deserts of Verces or the jungles of Castrovel have protections against the environment and are typically used to relieve workers of laborious manual tasks. These heavy-machinery robots often require qualified maintenance workers and operators to ensure they are kept in working order.

Many advanced societies accept household robots as members of the family, in the same way they welcome pets. Children delight in giving the vacuuming robot googly eyes and other appendages to match their own features, while even adults find themselves naming their devices and speaking to them as if they can understand. Constructed species such as androids are the exception. They rarely, if ever, purchase or use robots in the home, considering it uncanny, even taboo. Due to the price of a new household drone, many families prefer to repair older models rather than replacing them. While there's always a newer model, there's a substantial market for "vintage" chassis and parts as well, especially among a growing community of hobbyists seeking to modify domestic drones.

While many companies sell robots, a number specialize in their manufacture. The Handy Helper corporation almost exclusively produces domestic drones, including their acclaimed Sparkle line of dishwashing robots. Companies dealing in more sophisticated programming include Hoop & Stick, whose MePlay robots will play simple games with children, and Castrovel's Vimiri Enterprises, which produces numerous products focused on domestic gardening. For security robots, AbadarCorp's VizAll and Town Guard series lead production tenfold in the Pact Worlds. Recent offerings out of the Veskarium, including the Enforcer series, look to be the new up-and-coming offering for those who can't—or won't—purchase their security drones legally.

Many of the Pact Worlds have manufacturers whose offerings closely resemble the native inhabitants of that world. On Verces, shirren-run hive corporation TenTech produces robots with chitin-like shells and functional antennae. Bluescale Industries, headquartered on Triaxus, fabricates drones in small likenesses of the planet's dragons, to the delight of many Pact Worlds children. Combine Robotics on Absalom is a small chain of repair shops specializing in repairs to consumer drones and body modifications for all sentient constructs.

One question, tackled by small groups over centuries and growing in galactic visibility now, is: when is it ethical or unethical to treat robots as objects rather than creatures? While domestic robots are commonplace in the Pact Worlds, a growing portion of the population finds their treatment troubling. Artificial bodies that attract souls, like androids and SROs, are clearly people rather than property by any reasonable ethical standard. However, philosophers and scholars still debate how, exactly, a creature attracts a soul. Many groups warn that the evils of android slavery may rise again if another form of SRO develops without being widely recognized. In particular, the Android Abolitionist Front strongly pushes for legislation to outlaw the ownership or enforced servitude of any artificial mind that can closely emulate sapience, arguing it's better for 10,000 soulless machines to gain extra rights than for a single soul to be wrongly enslaved due to unrecognized personhood.
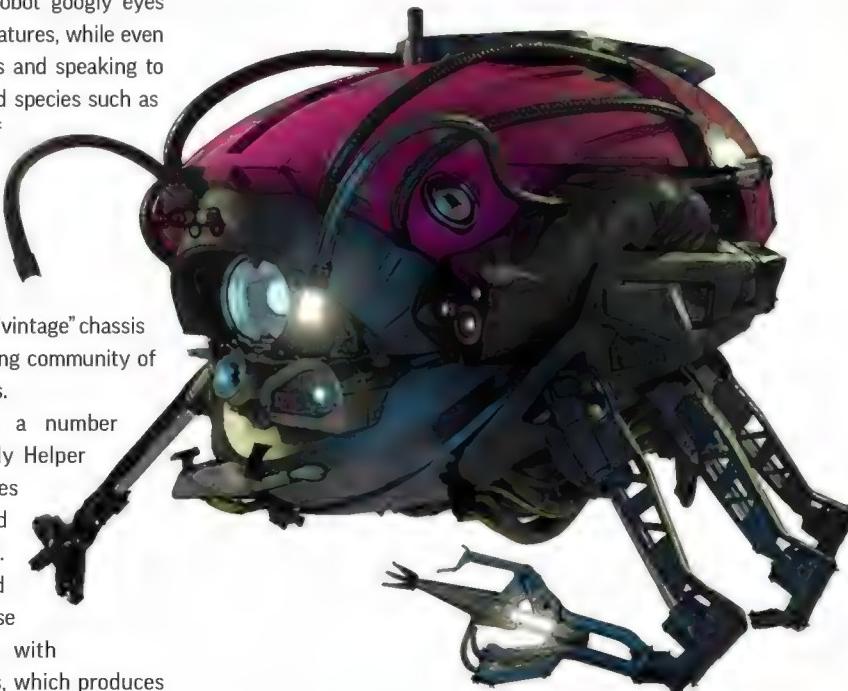
SECURITY

Whether protecting clients, their belongings, or their information, professionals have engineered and refined a vast catalogue of security options. Yet, diligent as the security industry is, equally insidious entrepreneurs work to circumvent these systems.

PHYSICAL SECURITY

Whether in a building, room, or footlocker, physical security usually involves safeguarding the contents of a container while still allowing its owner access. Strong walls and a good lock are the benchmark of security.

Reinforced Materials: An intruder might avoid a particularly robust door or lock by going through the structure's walls, ceiling, or floor instead. To counter this, manufacturers developed building techniques above and beyond concrete, steel, and normal glass. For more information about the hardness of walls of different materials, see page 408 of the *Starfinder Core Rulebook*.

Windows of strong, heat-resistant borosilicate are not uncommon, and the hardened ceramic called transparent aluminum is the material of choice for tough viewports. Polycarbon plate often features in high security construction as windows, blending seamlessly with conventionally dyed walls while being deceptively strong.

Material engineers create laminates of strong, high-tensile meshes within more brittle materials, like steel wire in glass, iron bars in concrete, or plastic netting in canvas tarps, increasing damage thresholds of weaker materials. After a rash of high-profile prison breaks perpetrated by Golden League agents, engineers began magically laminating adamantine alloy or nanocarbon webs in concrete or steel to defeat certain spells, such as *passwall*.

Advances in organic molecular construction, weaving microbe-spun polymers into bioengineered wood, have created naturalistic "living buildings" as strong as concrete. These buildings require air, light, and water or else permanently transform into a plastic-like material after several days.

Cladding: Specialized paints and smart surface coatings have recently grown in popularity. Due to incompatible chemistries and expense, layering most of these coatings is impossible.

Kinetically ablative stuccos are single-use explosive epoxies that, once dry, explode outward when damaged to protect the surface underneath (and to harm those attempting to break through). A thin layer of clay-like thermaplaster incorporates a suspension of heat absorbing crystals, supplying extreme heat and fire resistance to walls and doors. Once applied to walls or windows, sonic dampening film is a glossy, transparent sheeting that prevents the transference of any sound except the loudest of gunfire or explosions. A new elastomeric coating called React-O-Clad is available in a wide range of fashionable colors for exterior applications only and can adapt to withstand damage from various types of energy exposure.

Hybrid coatings also crop up, requiring at least eighty percent coverage of a building or room to be effective. PrivaCoat, for example, is a super-black technomagical spray-paint that blocks most divination spells with only a few carefully guarded exceptions. Thousands of tiny hexagonal ceramic-polymer tiles etched with complex runic patterns, installed externally and exposed to the sky, are the hallmark of the Microrunic Quilted Translimiter or, as the promotional material calls it, Mr. QT. While its unique, holographically-tessellated appearance is unmistakable, Mr. QT wards the interior of the structure from almost all portals and magical teleportation, though rumors persist that the inventor created a mystic "back door." Due to "unusual behavior" transporting these tiles through the Drift is extremely dangerous.

Locks: While reusable and portable locks exist that can bind almost any portal, they are prohibitively expensive for most everyday uses. Cheap mechanical locks come in many shapes and sizes, from the basic hook and eye to multi-tumbler keyed locks. These most often secure openings in low-income areas and worlds where technology isn't as advanced. Most require a physical key or combination to bypass and are prone to picking by a talented engineer but do provide an un-hackable, if simple, mode of security.

Still, electronic locks predominate the Pact Worlds with near-field identification technology and advanced biometric sensors replacing theft-risky keys and keycards. Multifactor systems using combinations of physical keys, basic biometrics, or other forms of multifactor authentication like voice recognition are prevalent, their only limit being cost.

Multi-lock systems with three or more separate locking mechanisms are not uncommon, as the ability for technomancers to use *knock* to open any secured compartment requires building in what might otherwise seem a ridiculous or paranoid number of redundancies.

Vaults: Where it is cost-prohibitive to create an ultra-secure building, it might be best to concentrate the best security on a single room or box. Whether it is a large vault, a closet-sized strong room, or just a heavy safe, this becomes the most secure space to store money, valuables, and sensitive information.

Often built of the strongest materials affordable, vault walls are quite thick, from six inches to several feet. Locks usually feature multiple levels of redundancy and some of the most difficult-to-crack technomagical warding systems. Thanks to the prevalence of industrious hackers, vaults tend to avoid relying on electronic and computerized systems, incorporating robust mechanical combination locks to strengthen defenses. While vaults and strong rooms are usually built into the architecture of the building, safes are comparatively more portable (though typically bolted or welded into place) and are designed to be as heavy as possible to prevent a robber from just taking the entire safe and cracking at their leisure.

Sometimes the safest way to store sensitive materials is to not keep them in the facility at all. Emerging technologies like null-space vaults and planar vaults allow authorized users to access pocket dimensions of various sizes to store valuables. Expensive and rare, such devices anchor themselves to a specific point of origin within a structure that may or may not be obvious to casual observation while inactive.

TECH REVOLUTION

5

OVERVIEW

CLASSES

EQUIPMENT

VEHICLES

MECHS

A GALAXY
OF TECH

TECHNOLOGICAL SECURITY SYSTEMS

Security on computers goes beyond protecting just the data housed on their drives; a central computer often controls automated systems throughout the building and can become vulnerable if hacked. Beyond simply hard-coded logic systems, advances in virtual intelligence and magitech have created a new bleeding edge for advanced security systems. It's one thing to brute force your way through a firewall on a datapad, it's another to convince a near-sentient neural net that you have authorization to access the private logs of the engineer that built them.

Virtual Intelligence: Virtual intelligences often oversee sensitive computer arrays. Computer systems like these are often unique, boasting technomagical circuitry, null-space CPUs, and 4th-dimensional crystalline lattice data storage that standard hacking techniques are bound to fail. After an android operative stole several unreleased holovids by cajoling Cinasurf's virtual intelligence controller to demand pay and vacation time, some companies limit direct access to their V.I. systems to prevent "system socialization incidents."

Enchanted Computers: Enchanted computer systems are fairly common. Abjurations often ward the computer itself, protecting it from damage, remote scrying, or any number of other threats. Some engineering companies install spell chips (*Core Rulebook* 215), allowing the computer to use the contained spells with certain logical triggers. Such a system might target a user with divinations to determine access rights, or take direct action against an intruder by holding them with enchantments until security arrives, or even by directly attacking them with evocations.

Building Controls: Complex computers often require centralized controls for maintenance and updates. This allows a clever hacker wired into one system to impact several others, though especially secure facilities often place their most sensitive modules on completely separate systems to keep hackers from downloading key data from an elevator control panel. A variant of this partitioning involves two systems only connecting at timed intervals (such as a scheduled data dump to a backup server).

Sensors: Basic switch sensors use magnets or electric currents to detect a broken connection. Large-scale uses on doors and windows are common but micro-electric versions detect disturbances on a smaller scale, from art displays to wallets. Motion, audio, and visual sensors or cameras are prevalent, though easily fooled by illusions or good old-fashioned stealth. Thermal sensors can detect changes in carefully climate-controlled facilities caused by an invisible or hidden warm-blooded body in a room. Pressure sensors detect weight, and light sensors detect unexpected changes like a shadow passing on a lit floor in an empty room or a light shining into a dark room. Laser tripwires are flashy, but easily detected and avoided. Arcane sensors are increasingly common, from basic detection of magic to divining the intent of someone entering an area.

Alarms: A tripped sensor works in concert with an alarm to alert its owner, so a clever intruder can choose which component to disable first. Audible alarms are most common, and the loud klaxons often include localized flashing or changes in facility-wide lighting colors. Silent alarms are possible as well, which usually means the audio and visual alerts notify security personnel elsewhere, or internal to a computer system. Some advanced systems have begun using short-range telepathic alarms.

SECURITY RESPONSES

The ultimate deterrent to unwanted entry, whether onto a user's property or into their computer system, comes from the on-site responders. Security guards, employed to patrol for intruders and other hazards, can act as replacements or enhancements for other systems. These guards can be sentient beings, robotic, or a mix. An employer's budget and ethics are the only real limitations on how many guards one might encounter, how heavily armed they are, and who is on the other side of their communicators, such as backup or law enforcement.

Some security system responses are automated, deploying knockout gases or expanding foam to prevent intruders from escaping. Reinforced blast shields may shut over doors and windows, and automated turrets or armed robots may deploy into compromised spaces. Many users and facilities employ non-lethal force to disable, frighten away, or prevent the escape of intruders. It's not unheard of for the unprincipled to employ lethal force when it comes to their own security.

SHIPPING AND DELIVERIES

Whether it's letters, data, or goods, there's always something to ship somewhere. For the individual consumer, things are straightforward: by paying a fee, a package can be delivered in a few days to anywhere in the Pact Worlds or Near Space. From the shippers' perspective, however, things are more complicated.

Initially, a package goes to a planetary sorting facility, where it's grouped with other packages going to the same general destination, such as a single world or, in the case of a sparsely populated area, a system. These are then loaded onto a freight hauler, which flies to the destination, sometimes making several stops on a determined route to maximize efficiency. Depending on the destination, the package might need to go through customs. After that, it's handed off to a local courier, who makes the final leg of the journey. Alternately, a package may be sent through an independent delivery service, where it's picked up directly from the customer and carried directly to the recipient. This is usually more expensive.

Goods ship with slightly more efficiency. Because they come in a bulk of identical or similar items, such as raw resources or mass-produced consumer appliances, one vessel carries them from the point of origin to their destination. For example, hundreds of vidscreens being shipped from the factory to the electronics shop where they are sold. Companies sometimes employ their own transport, while others engage independent shipping companies. Though faster Drift engines are costly, these corporations eventually invest in them to speed up delivery times, especially when moving perishable goods.

Data delivery in particular can be very lucrative as many beings feel comfortable physically shipping data modules, especially more sensitive ones, through an individual that will carry it from their door to the destination than they do having it ship along with a big pile of post. Data delivery is more likely to garner the attention of a large company due to its valuable nature and is almost certainly higher risk with especially sensitive data that influence millions of credits. Governments typically use their own couriers, but sometimes hire extra security for important missions.

Smuggling contraband and illegal goods can net good profits for independent couriers as well. Even though companies often look the other way when asked to deliver illicit goods, freelancers can usually get the job done quieter and cheaper. Besides, it's easier to cut ties with an independent courier should things go sideways.

The shipping industry can be surprisingly dangerous and cut-throat. Competition between corporations is intense and sometimes violent, with many advertising campaigns slandering competitors rather than promoting their services. Espionage and sabotage are common, even behind brands with friendly facades. To maintain deniability, many companies look to outside sources and often maintain relationships with smugglers and pirates. One of the best ways to eliminate competition is through a merger or takeover, so most shipping companies and planetary couriers are part of larger conglomerates. The size and wealth of these entities ensures that regulations are few and easy to ignore. When transporting ostensibly illegal goods, most companies are happy to throw a courier service under the figurative grav-train when caught, assuming there are any consequences at all. As a result, there's little that a company will not ship, and not much stopping them from delivering how and where they want.

Independent delivery, or delivery done by a single individual or crew, can often fly under the radar as long as their size remains small and isn't cutting deeply into the profits of the larger companies. They are unlikely to face the weight of the large conglomerates until they become a threat to business. This means that small and infrequent shipments are best for independents. Most companies employ headhunters to seek out independent pilots and crews; in many cases, this means the elimination of the crewmembers, but for especially successful ones, it may mean a job offer instead. For crews willing to accept that risk, along with the others that come with the career, independent shipping can be a lucrative venture. Since most planetary couriers are part of conglomerates, most independents function as "door-to-door" delivery, which many find more personal.

Nearly a century ago, CEOs of two shipping companies engaged in a public feud about the skills of their delivery crews, each claiming to have to the fastest in the galaxy. This escalated until one executive challenged the other to an exorbitant wager: a vessel from each company would be given similar packages to deliver to the same location. The winner not only received the credits staked, but also bragging rights that helped increase their market share. Over the following year, other companies attempted to get in on the action until an official Courier Race became an annual tradition.

The Courier Race now sees dozens of companies participating to deliver a delicate package through harsh conditions and dangerous environments. The race is usually confined to a single planet, but past events have been set in stretches of hazardous deep space. The competition is publicly broadcast on niche infosphere sites and has become fraught with suspected sabotage; four-time consecutive winner Galactic Post is under suspicion for hiring mercenaries to hinder their competitors. Nevertheless, the public relations boost that accompanies a win has led to many companies temporarily hiring independent contractors to gain an advantage.

SOFTWARE

From the mightiest navigation computer to the 92-function automated beverage dispenser, the galaxy's technological devices are legion and software guides their every action. To the mainstream user, these devices almost operate by magic—at least until they fail. Yet under the figurative hood, modern software is a million-faceted triumph of localization, integration, and historical challenges.

The trouble began just after the Gap, which not only erased mortal memories, but also purged innumerable data and scrambled operating systems in the process. Thus, not only did people come to the shocking realization they couldn't remember what exactly happened before then, but they came to amid a chorus of irate devices experiencing critical logic errors. In repairing the damage, software developers built numerous safeguards to preserve gadgets' core functionality and limit malfunctions should a similar disaster strike, and Gap-compliance testing remains a crucial stage in tech design to this day.

Yet this was the lesser challenge. Drift travel united thousands of spacefaring societies, each with their own tech, from alien operating systems to outlandishly different definitions of what technology is. Over the centuries, less efficient technologies have virtually disappeared, replaced by increasingly dominant systems. Still, the underlying software is hardly homogenous. The galaxy boasts hundreds of mainstream operating systems, such as the no-frills dwarven Taargadth, Pabaq's highly customizable Aeterion OS, and Embroi's infamously restrictive-yet-secure Parapet. The sole reason most computers can interface with each other is due to extensive adaptation software like Castrovel's Polyglot and the vesk-made Beachhead, which not only know how to interpret and manipulate other technologies' files, but also have analytical functions that can "translate" many unfamiliar operating systems into something the computer might understand.

In addition to its operating system, any new computer includes a host of preloaded programs, like word processors, basic atlases, infosphere browsers, messaging software, accessibility features (like voice-to-text, telepathic input readers, and color filters for sensitive users with darkvision), and casual games. These options are often overwhelming, spurring sundry assistance programs that help users navigate. Perhaps the most beloved-yet-infamous of these is Captain Concierge, a caricatured skittermander with a cheerfully bright cybernetic eye who verbally chirps "Can help-help?" whenever it detects user hesitation. Although helpful, Captain Concierge's annoying optimism, space pirate attire, and tenacious resistance to being uninstalled has sparked countless theories that the digital skittermander is a front for some corporate spyware.

Correspondence programs constantly compete, promising ever-faster galactic messaging. Some even boast speeds faster than Drift engines, though actual results prove far less miraculous, especially after programs like DisPatch revealed that their plane-shifting tech used Hell as a shortcut in transmitting data through questionably secure channels. With regulatory commissions' power limited to specific star systems, though, software only needs to maintain the ethical and functionality targets of the areas in which they're marketed.

Development's driven not just by innovation but by isolation; most software's widely available only in certain systems, opening niches for competing products elsewhere because downloading off-world files can take weeks. As a result, miniaturized data drives loaded with new programs—games, media releases, the latest software catalogs, and more—remain widespread. Affluent software enthusiasts even vacation in technological hubs just to enjoy instantaneous access to cutting edge applications.

Distance likewise complicates software updates. Developers digitally distribute updates, but it's rarely fast enough. News of a software exploit and access to fast Drift travel allows hackers to reach vulnerable worlds ahead of corrective updates to execute lucrative heists. On the other hand, for some, being disconnected from software developers is a feature, not a bug, as the factory-provided programs often include spyware and stubbornly reinstall themselves when updates are available. Thousands of homebrewed workarounds can wipe an off-the-shelf datapad, yet even savvy consumers might find their computer almost unusable for hours when it's exposed to a robust infosphere for the first time in years.

With so many operating systems and vectors for exploitation, hacking remains a lucrative enterprise. Yet, contrary to their media depictions, hackers rarely code every action manually. Instead a hacking kit, exocortex, or properly outfitted computer will sport an array of hacking programs that the operator activates as needed, orchestrating an overwhelming invasion. These programs require fine-tuning to stay ahead of digital defenses, and hacking communities regularly collaborate to devise new attack software that they distribute before the galaxy's defenses catch up, spurring a new round of innovation. Most hacking requires direct connection to the targeted device, so the greatest prizes often use closed networks that require infiltrating the hardware's facilities to hack it directly.

TECHNOBABBLE

Every society comes up with common names for technical concepts, often referred to as slang, jargon, or technobabble. In the expansive Starfinder universe, these names sometimes cross cultural boundaries and become well-known across multiple star systems. The following are just a few examples of technobabble you might hear in the Pact Worlds. Each entry includes an origin in parentheses, a definition, and an italicized example sentence.

Analog (Akiton): Any technology that doesn't require electronics or other complex energy sources to function is referred to as "analog" despite the term actually having nothing to do with the power source or complexity of a device. *This flamethrower just needs petrol; it's entirely analog.*

Bod-box (Eox): A device that converts one resource into another; originally a corpse recycler. *That's nearly worthless—toss it in the bod-box.*

Central (Aballon): The infosphere. The synthetic life of Aballon often refers to the infosphere as the Central Data Store or CDS. Over time this has been shortened to just "Central." The vesk appreciated the term so much, they readily adopted its use. *Did you check your facts with Central?*

Chatterbox (Diaspora): A comm-unit. This was originally a cheap, planetary-range communicator used by dwarven miners to talk while working. The name grew popular with pirates hiding out in the asteroids and, eventually, the Stewards that pursued them. *Get on the chatterbox and see what the others know about this.*

Databus (Absalom Station): A starship used for storing and dispersing large amounts of data, generally between distant infospheres. They tend to be crew-light with powerful computers, arrays of communications equipment, and cargo-bays full of high-tier storage computers. *I can't wait until the databus from Eox arrives tomorrow with new episodes of The Necromancer!*

Dust Blower (Akiton): High-speed hover vehicles, often creating large dust clouds in their wake. *They came through here on some dust blowers a few hours ago.*

Flashlight (Absalom Station): An azimuth laser pistol or pulsecaster pistol—named for being easy to obtain, cheap, and about as effective as shining a light on something. *Who are you trying to scare with that flashlight?*

Greystuff (Veskarium) UPBs, referring to the material's bland gray appearance. The term's origins are unclear, with the Pact Worlds and Veskarium each vociferously claiming ownership. *We don't have those parts, so just build it out of greystuff.*

Hushers (Verces): Cybernetic implants that are not obvious or require a scanner to detect; originally illegal cyber-tech that was scanner shielded. A popular Eoxian spy drama so overused the term that it's now used for myriad unobtrusive augmentations, including most biotech. *I've got a husher that takes care of problems like that, nice and quiet-like.*

Jolter (Akiton): A beverage with a stimulant, often consumed at the start of one's day. *First thing in the morning, I need me a jolter something fierce.*

O'tommi (Verses): A drone or robotic pet. The term is borrowed from electronic children's toys with limited virtual intelligence, and it's derogatory when applied to sentient beings. *You make sure your o'tommi stays outside; we don't serve their kind here.*

Pocket Pal (Aballon): A small device containing a complex virtual intelligence or full AI. This was a trendsetting brand name from Tele-Star that's now used to describe many products. *Check out the new voice synth I installed in my pocket pal!*

Ravers (Verces): Cybernetic implants with visual appeal, originally light-up cybernetics used exclusively for aesthetics. Originally used as a derogatory term by serious augmenters as "just to get people to rave about them," these implants such as light-up hair, glowing components, or holo-tattoos became popular enough to co-opt the term and use it in marketing. *That lashunta's got hair ravers that could light up a landing pad.*

Repurpose (Aballon): Hack a computer, specifically when gaining access to usurp control of a system and redirect primary functions, especially for illegal pursuits. *I repurposed this cleaning bot; now it "cleans" their security scanners.*

Rip (Apostae): Use Drift travel, referencing the way entering the Drift rips away bits of other planes. *We ripped over to the Veskarium and back.*

Starmatory (Diaspora): A starship one or more people use as their home. Though commonly used in the Diaspora, these impromptu mobile housing units are seen as low-quality or low-class in other parts of the Pact Worlds, or as temporary housing for students (perhaps on education-related trips over months). *Rent's too high, so I'm camping out in my starmatory.*

Shortcut (Idari): Use Drift travel. The kasathans are still somewhat prideful at their generations of sub-light speed travel to reach Akiton. Though they use Drift technology as much as any other Pact Worlds species, many kasathas consider Drift travel to be cheating on some level. *We shortcut to the Vast to collect some mineral samples.*

Troxware (Pact Worlds): Antivirus software, countermeasures, and other programs designed to thwart malicious digital activity, nicknamed for many troxs' selfless defense of the weak. *It'll be hard to hack a computer with that much troxware.*

Them (Bretheda): Infosphere. Barathu originally referred to local infospheres as the Technological Hive Mind, seeing this global repository of information as a technological substitute for their own unification. They eventually shortened this in their writings to THM, which prompted them to pronounce the acronym as "them." Commonly, "Them" is used to refer to an infosphere's tendency to form collections of like-minded opinions stated as facts ("They think, they know"), or by conspiracy theorists that point to the herd-like behavior of people using the infosphere ("They are fooled"). *I checked with Them, but I still don't understand your off-world reference.*

Warsuit (Apostae): Heavy or powered armor, especially armed versions of such armor. Originally a marketing term intended to distinguish between light armor that can be considered just basic space survival gear, and armor designed for conflict. *I see four hostiles in warsuits.*

TRANSLATORS

Innumerable languages, dialects, and other methods of communication exist throughout the Pact Worlds and beyond. With no single language or even small set of languages ubiquitous throughout Near Space (much less the Vast), there is a constant pressure to create a "universal" translator to enable perfect communication between any two sentient creatures. Magic and technology seek to bridge linguistic divides, though the most advanced options are typically expensive, invasive, limited in scope, or a combination of all three.

Attempts to circumvent native fluency with technology face numerous challenges. While communication is often verbal, in many beings it is enhanced or sometimes replaced with body language, shifting colors, telepathy, the emission of pheromones or scents, or signs made with appendages not easily mirrored by other creatures. Even verbal communication can break down between beings with different physiology, if they cannot accurately replicate each other's tonal sounds or trills. Even for entirely verbal languages, context, nuance, tone, and metaphor can cause the same words or phrase to take on an entirely different meaning understood by native speakers, but elusive for any automated translation system. Developers have yet to devise a reliable way to parse or replicate these variants, but there are some options for spoken and signed languages.

Cybernetic augmentation is always an option, albeit an expensive and invasive one; a linguistic capacitor chip implanted in the brain grants communication in one other (spoken or signed) language for short periods. Technologies like the Tetrad Certified Translator act as a recording device, analyzing sounds and inferring basic concepts, though it doesn't enable the user to converse or reply in the other language; this witchwyrd-developed device is undergoing decades-long field testing, and the Tetrad periodically recruits and screens trustworthy explorers to test the translator and gather data. Lashunta diplomats favor the envoy's mouthpiece, an appealing mid-range option that interprets what the wearer hears and says; however, its programming allows only two languages, and adding a new language to the list of options requires years of analysis and programming.

While these are viable options for well-funded individual users or expeditions with only basic contact, none scale up to larger communication needs. Currently, visitors to popular travel hubs can reasonably expect multilingual signage and looping audio announcements in transit stations, as well as visual projections for signed languages. Staff in particularly cosmopolitan areas are often at least conversationally multilingual, or have drones or computers programmed with answers to common questions in several languages. Professional linguists regularly work with hospitals, embassies, government buildings, legal advocacy offices, cultural centers, and interplanetary businesses; while many operate in-house, one top-tier association also offers encrypted professional interpreting services remotely.

Planetary infospheres often include resources for visitors in multiple languages, including inexpensive local lexicon updates for comm units with surprisingly sophisticated text, audio, and even video search capabilities, though accuracy decreases rapidly for searches longer than a few words. For more in-depth assistance, a growing digital library of user-compiled videos and posts offers short lessons and more nuanced content than a quick comm unit dictionary search. Originally created as a collaboration between programming and linguistics students, the knowledge base has grown from a student-focused aid to one with wide appeal, regularly accessed by a diverse group of travelers and professionals.

Brain-altering drugs with largely unregulated claims to enhance learning speed or data retention sometimes attract those hoping to hasten fluency, but general consensus holds that these do little more than instill an overconfident nonchalance that rarely lends itself to correctly distinguishing complicated sounds or signs. Similarly, xenoseekers in the Diaspora discovered an organism thought to positively affect language processing in the brain; however, trials are ongoing and one anonymous source hypothesized that this benefit only lasts as long as it takes for the possible parasite to feed, leaving irrevocable damage in its wake.

Some linguistic scholars maintain that discrete languages hold culturally significant insights and should be studied rather than circumvented with technology, but most acknowledge the need for magical and technological options to foster communication in such a broad galaxy. These linguistic futurists partner with technomancers and manufacturers on a variety of projects, from experimenting with lexical nanobots to designing drones capable of conversing fluently in any known language. Early prototypes learn by consuming available media in their target languages, leading some to speak to their programmers with the game-day fervor of sports announcers and others like passionately long-winded academics.

For those who don't want to rely on a drone companion, Iratha Incorporated has a team working on biotech augmentations to address physiological barriers, and while outsider attempts to study the barathu entity Confluence have yet to succeed, ambitious developers are determined to create telepathy-style communication that bypasses language altogether. Perhaps unsurprisingly, several starship manufacturers have created linguistic divisions, hoping to better meet the needs of ships with diverse crews and destinations. Thaumtech Unlimited is rumored to be developing ambient interpreting software intended to eliminate the need for shared languages among crew members and passengers. Even loyal Thaumtech enthusiasts allow that this is a lofty goal, as the fluency of a native communicator is still unmatched by available technology, but communication barriers continue to shrink as travel flourishes and technology advances.

TRANSPORTATION, PERSONAL

Personal transportation is a crucial part of life on numerous planets, a necessity for moving through megacities, skimming among trails in vast forests, or even commuting to jobs on nearby moons and space stations. From ground cruisers to starships and everything in between, there's a whole range of vehicles for every lifestyle. Planets all over Near Space are covered with ground vehicles rumbling along the surface, hover crafts filling the skies, and submersibles traveling the seas.

Though ground cruisers aren't as numerous as they once were, they still rumble along surface-level travel lanes. These vehicles range from small one-seat personal crafts to large multi-wheeled ground haulers. The most popular vehicles are sized for family units to comfortably travel and can adapt much of that passenger space to cargo space by folding away seats. Multiworld Mobility, once known for its cheap and unreliable vehicles, has stepped up as a leading ground cruiser manufacturer with steadily improving product quality. Even with their rising reputation, they rely heavily on nostalgic marketing that paints them as one of the last remaining bits of "the good old days" and from "when the galaxy was smaller." Their current model, the MM-AT12 Land Treader, relies on legs rather than wheels to travel overland through any environment, even underwater to a depth of 35 feet. On the other end of the spectrum lies Cruisin's CG38 Work Rider. Advertised as the "worker's craft," its enclosed rear hauling module and low price point is appealing to those needing a cheaper or more practical vehicle.

Increasingly though, ground cruisers feel like niche products of bygone eras, with hoverpods and other low-altitude vehicles becoming the common conveyance on technologically developed planets. These vehicles depend on an equal blend of magic and technology, combining maneuvering thrusters and navigational programming with potent flight spells (freely renewed while under warranty). With hoverpods' popularity, competition between manufacturers leans more and more into amenities previously reserved for luxury vehicles. The popular Ringworks

Breeze boasts lift of up to 20,000 feet, sound-absorbent magical paneling, massage seating, and powerful individualized climate controls that can adjust temperature, humidity, air mixture, and air pressure.

Outside of cities, the flying cars are every bit as liberating as early futurists imagined, allowing passengers to skim over all but the tallest terrain. However, the utility declines swiftly the more densely-populated an area becomes. Piloting laws typically restrict travelers to certain altitudes and routes to avoid interfering with other air traffic, effectively creating aerial streets marked by bright beacons to keep order in the skies. Air lanes are arranged vertically, with higher lanes dedicated to long-distance travel at higher velocity and lower lanes reserved for "street-level" speeds. Yet, even with the third dimension added to travel, flying vehicles must contend with every urbanite's nightmare: traffic congestion. During the busiest times of the day, so many hoverpods fill the lanes that movement slows to a crawl, sometimes even stopping altogether. Most accidents come from overly-clever drivers shunting to an unregulated altitude to bypass traffic, too often causing high-altitude, lethal crashes. Thanks to autopilot and pilot-assistance technologies, though, aerial travel is otherwise quite safe.

Of course, many species and worlds require transportation that focuses on surface and underwater travel. While any world with water has some aquatic vehicles, on ocean worlds submersibles and boats often outnumber even hoverpods. Personal and public transit submersibles are typically limited to a depth of 40 feet for the safety of passengers. Most also carry some limited weaponry to defend against possible aggressive aquatic creatures. In and around cities, both surface and submerged traffic is relegated to marked waterways, while travel in the open water is usually free-range. The premier submersible manufacturer, Hydroworks, builds for versatility. Its current model, the Mark 3 H Class Submersible, includes mounts for scientific and recording equipment or more weaponry. Hydroworks' other vehicles are also highly customizable, which has earned the company contracts with military and scientific organizations. Wealthy patrons can even participate in designing their own unique craft.

TRANSPORTATION, PUBLIC

Within the massive cities of the Pact Worlds, not everyone has access to a personal car; alternately, the environment may be too hazardous to travel without special protection. That's where the plethora of public transportation options come in helping the public get from point A to point B. From robo-taxis to grav-trains, solar-sail shuttles to ancient teleporters, there's no shortage of ways to get around.

Most known cities and waypoints have their own network of grav-trains and magnetrams. These are mass transit trains that hover atop ceramic or metal plates, traveling through set routes at designated times. Grav-trains, seen across the galaxy in various forms, are the most well-known form of transporting long distances for cheap. Magnetrams are smaller, usually two to three train cars long, and run above-ground with stops that don't need a station, more commonly placed in smaller towns. Grav-trains vary in size, with a variety of accommodations based on the class of ticket you've purchased. These vary in complexity: the grav-train stations in Akiton are practical and cramped while Verces' Citadel Station is a majestic landmark that caters to hundreds of thousands of commuters a day. Absalom Station sports a unique vertical grav-train system, the Grand Elevators, which transport people up and down from the Spike to the Eye. A local tradition among daring teens involves hanging off the Elevator while it travels. Local culture often thrives at grav-train and magnetram stations and platforms, which are great places to find out local rumors and trends. In bustling cities, it's not uncommon to find food carts, newsstands, local artists, and musicians gathered to sell their wares or busk.

Grav-train ticketing sees criticism from lower-income communities, as the costs tend to be scaled to commuters who work in wealthy business districts instead of for those who live in heavily urban areas. The high-speed and sleek variant of grav-train for which Verces is know issues tickets through an automated system that tags an implant most Verthani get installed, but external alternatives are available to those who lack one. However, this leads to a similar disparity to those who cannot afford either.

Other than mass transit, most cities in the Pact Worlds have a variety of government- or corporate-owned shuttle services. Robo-taxis are cruisers that passengers can call on for any needed rides. These automated cruisers wait for their calls at charging stands placed all over the city or circle heavily traffic areas for requests on the fly. Older models still feature a mannequin-bot in the driver's seat, each programmed with one of six different personalities as a social buffer. Later models, sleeker and more cost-effective, lose the illusion of a physical driver to make room for more passengers, engaged with instead through simple voice- and touch-interface consoles. Robo-taxis vary in cost and are usually more expensive than grav-trains, but will get you exactly where you need swiftly and without hassle.

Most robo-taxi stands sport a queue leading to some form of requisition console. These consoles reflect the time they were built as well, either managed by a stationary robot or a single console. Rates still vary and many low-income residents struggle to pay for robo-taxis in mega-cities, a necessity they rely on for commuting. Some resourceful hackers have found ways to hack robo-taxis once inside to circumvent payment or take direct control of the taxi in newer models. Robo-taxi stands, similar to grav-train platforms, are bustling with street vendors and performers, but with lower wait times for a ride, they don't see as much success.

Many unique forms of transit are found across the Pact Worlds to accommodate specific environments. Aballon's cities were built for transporting anacites and other robots, which lead to a vast and coiling network of pneumatic tubes, hazardous to most organic bodies, that transport them at breakneck speeds to their destination. Castrovel's ancient teleportation portals, the *aiudara*, led lashunta to experiment with local mass-teleportation relays. Some who visit Castrovel's cities are wary of teleportation, instead taking the armored grav-trains or airships that run above the wilderness. Bretheda's settlements make use of special dirigible-style shuttles called Cloud Skippers, which sail the relatively calm polar skies and ferry residents inexpensively thanks to the vehicles' negligible fuel needs. Cloud Skipper stations are often huge to accommodate these ships. Liavara's lunar residents have adapted Cloud Skipper designs over the past century, and the ships represent a large fraction of cloudy Osoro's public transportation.

Interplanetary public transport exists, with star ferries offering modest accommodations for passengers who need to hop from one Pact World to another. They spend a few days alternating between a chair, an observation deck, and a cafeteria level in order to travel between worlds without the cost of a private room, or the convenience of direct travel without stops.

Space isn't as big as it once was. Drift travel makes planets separated by light years seem to be just around the corner. A being may travel to a distant world to visit family or friends, or for business, or any number of reasons with relative ease. When such needs arise, travelers find several options for interstellar travel, from cargo haulers, passenger transports, and starliners, to fully independent ships.

It's not uncommon for cargo haulers to fill extra space with passengers. A berth on a hauler is cramped and uncomfortable, but also usually the cheapest way to travel. Freight companies know they can't compete with dedicated passenger transports or starliners, so their prices tend to be low and reflect the packed conditions and minimal amenities. For longer trips ,they assume that passengers will bring their own rations. However, as companies like Expert Delivery Services increasingly rely on AI pilots, they've begun removing life support systems and lavatory facilities in favor of greater cargo space, which has steadily reduced passenger options and driven up prices on other starships. Despite that, other companies like Universal Freight feel travelers are an important part of their business and have ensured that all of their haulers remain equipped with respectable life support in their cargo holds.

Corporate passenger transports are the most common way to travel. Orbital shuttles require only rows of seats, lavatory facilities, and storage for passenger's belongings for their relatively short jaunts. Companies such as Voyages Adventures and Spaceways Interstellar compete for passengers with luxury services, such as complimentary meals, complimentary ground transport to and from spaceports, special offers for travelers with exclusive loyalty contracts, and even private rooms. For interplanetary travel, sleeping areas, common spaces, and dining spaces become practically essential, fast Drift jaunts across a system take most of a day, if not most of a week. The pricier the ticket, the more space and amenities a passenger enjoys.

Starliners are the most luxurious (and expensive) way to travel. These massive cruisers can carry thousands of beings. Equipped with such luxuries as swimming pools, gambling rooms, various physical activities, private quarters, magical services, and much more, starliners are the preferred method of travel for the very rich, though entities of more modest means may also sign up as staff (or even ship security) to enjoy a lesser version of the luxury experience while seeing numerous ports of call. Starliners typically travel between beautiful natural phenomenon for several days, giving their passengers beautiful vistas to enjoy.

Because of the great wealth traveling within a starliner, they're prize targets for pirates. To counter this, companies such as Luxury Star have established their own security forces that escort their starliners. Additionally, starliners usually equip some light arms and heavy shielding to defend themselves. Destination You! has even begun manufacturing its own weaponry, both starship-scale weapons and a line of stylish handheld firearms kept handy aboard its starliners.

Independent starships may be the most personal way to travel, yet they can also be the most dangerous. They're often owned and operated by smugglers looking to appear legitimate, and some are badly maintained. Despite the risks, many find the personal nature of this mode of travel appealing. It's common for travelers who enjoy the experience or feel a personal connection to the pilot after sharing meals (and sometimes adventures) to seek out their preferred pilot.

A number of independent operations make careers out of carrying passengers. Some companies have even begun turning it into an industry. For a small fee, travelers can contact TransportNow to contract a participating independent pilot near a local port for pick up and transport. This is more practical for pilots than waiting at a port for a potential berth and has become the preferred method for many. A company called Rides has taken things even further by employing their own pilots. Travelers pay one single fee rather than one to the service and one to the pilot.

UNIVERSAL POLYMER BASE

The UPB, or universal polymer base, is both a technological component with near limitless applications and a form of untraceable currency. Today, most residents of Near Space have access to the once-elusive UPB as it increases in circulation and mainstream popularity.

Rudimentary versions of the UPB may have existed for centuries, but records of these prototypes were lost to the Gap. The faithful believe UPBs to be a gift from Triune, an important discovery that nevertheless paled in comparison to Drift travel. The only evidence for this position is that UPBs can be found in star systems from the Pact Worlds to those deep in the Vast with no record of contact. However, most historians agree that modern UPBs seem to have grown from older technologies, many of which seem to date back to ancient civilizations that rose to galactic prominence and collapsed before the Gap. It's thus reasonable to assume that diverse cultures, upon finding relics of this incredibly useful technology, would all independently adapt it to their own use without the need of divine inspiration.

Of course, some UPB designs are superior to others. For example, the genesis of the most common current form of UPBs began in the Veskarium. A team of talented scientists employed by a now-defunct corporation invented an adaptable synthetic material that they could use to build and repair androids and cybernetic augmentations. Their original concept was to create a technological "stem cell" that, unlike nanotechnology, remained inert until manipulated and programmed by an outside force. The military eagerly sponsored the patent and seized control of all research. Though most of the original scientists quit the project, citing ethical concerns, the UPB lived on as an infinitely mutable building block for guns, ships, and other tools of war.

The first recorded exchange of this UPB model as currency took place around 25 AG, 10 years after the Golarian system's first contact with the Veskarium. For decades after its emergence, "Vesk UPBs" were the province of craftspeople. Black marketeers scavenged battle sites for discarded equipment, then broke the gear down into its UPB components. The raw UPBs were traded, resold as counterfeit weapons, or upcycled into expensive civilian technologies. Engineers—both corporate researchers and junkyard tinkerers—constantly innovated new applications, the technology's prominence at flea markets and swap meets soared, and one inventor's failed prototype easily became grist for another's experiments.

During the long struggle for synthetics beings' rights, android abolitionists adopted the Vesk model of UPBs as a tool for resistance. Instead of carrying weapons and other contraband, activists avoided arrest by hauling containers full of UPBs. The mundane crafting material raised no alarms and could later be converted into whatever equipment the frontline agents needed most: weapons, protective gear, or medical supplies. Some anarchist offshoots of the movement prized the UPB as an alternative to credit currency and theorized that they could serve as the cornerstone for a society free from corporate and government influence. Many underground organizations still use UPBs as currency. In large cities, u-kiosks on every corner are a constant reminder that a tool once intended to replace credits and subvert capitalist systems is now widely manufactured by those same power structures.

Most city-dwellers are unaware of the modern UPB's controversial history and greet the relatively new phenomenon of street corner u-kiosks with enthusiasm. These tubular, transparent chambers house specialized 3D printing machinery. A customer can step inside and feed raw UPBs into the structure, which counts and organizes the grains. A touchscreen displays a variety of available schematics and, once a selection is made, the u-kiosk prints a replica utilizing a quick and visually entertaining process. U-kiosks manufacture everything from fashion, to weapons, to cybernetic augmentations. Customers who don't have enough UPBs for their choice of item can instead exchange their materials for credits, or purchase additional UPBs for an inflated price.

Hackers and savvy entrepreneurs soon discovered they could override u-kiosks to convert UPBs into unsupported schematics. Some low-budget innovators kickstarted their careers by releasing how-to vids on the infosphere describing the process and offering sample schematics. Unfortunately, this shortcut to invention isn't without its risks, and the resulting malfunctions can either shut down a u-kiosk or produce dangerously flawed equipment.
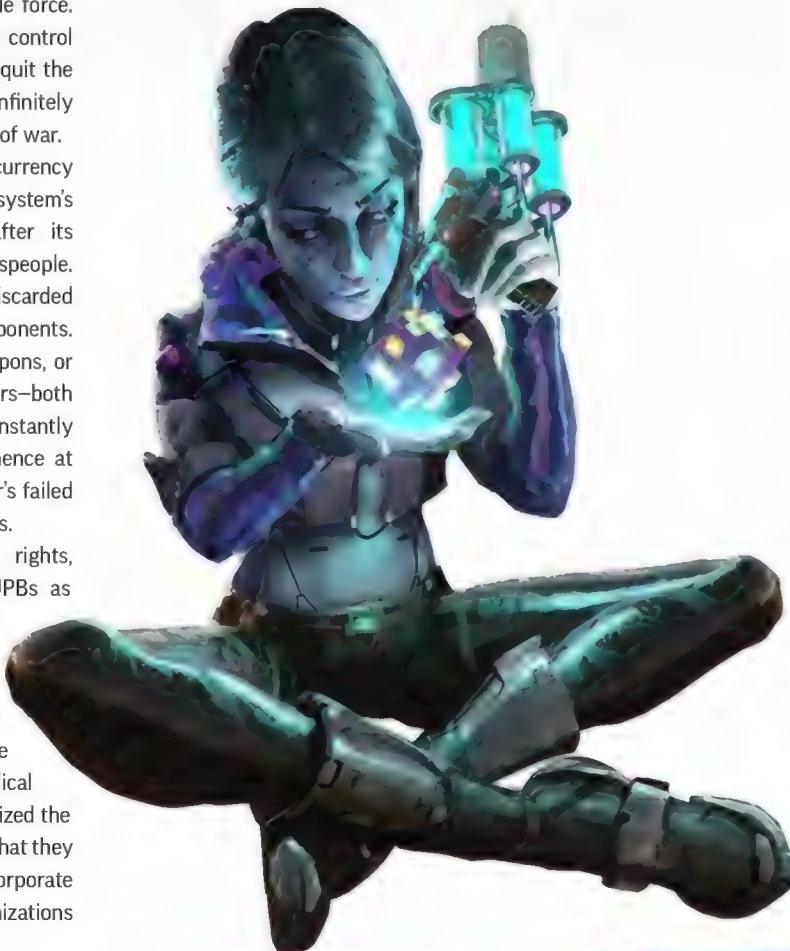
VIDGAMES

Whether it's a way to unwind after coming home from a long day of work, passing time on the commute to school, or desperately avoiding boredom while stranded fuelless in space, numerous societies use vidgames as a favored leisure-time activity. Within the Pact Worlds, vidgames and vidgame culture seem ubiquitous. With consoles you can plug into localized screens, handheld games you can fold out and play on the tram, and even full-immersion virtual reality and community-driven augmented reality, the fast-growing world of vidgames is diverse and rapidly expanding.

Vidgames play many roles, from casual pastime to broadcasted pro competition. They're sold in stores ranging from tech bazaars to household appliance emporiums. Most games are played on datapads, allowing anyone to play at any moment. Popular games include *Nonatron*, a fast-paced puzzle game that requires precision and on-the-fly thinking, *Sol Seed*, a casual game of tending to your own personal digital garden, and *Swarmcrusher 6*, the latest tap-to-kill title depicting survivors defending their world from the Swarm vanguard. Datapad gaming continues to evolve and explode as more and more citizens pack their pads with games of all kinds. In recent years, some of the most unique and enriching narrative games in the public memory have been datapad games, which create expansive worlds in the palm of your hand or tight stories that focus on deep character relationships. These games, like *Broken Paradise* by Quantium and *Romances of the Gap* by Second Narrative are spearheaded by up-and-coming vidgame designers, whose games resonate with across social strata of all ages.

However, those who want a dedicated vidgame system tend to invest in devices like the WAVERUNNER, a compact console that plugs into most screens. Its developer, Stellar-Age, has existed for a long time with its core team in Absalom Station championing the principle of bringing species of all ages together through play. Their longest-running series *Decahex Mayhem*—a game about building a close bond with an AI companion—enjoys a huge following around the Pact Worlds. In its current iteration, *Decahex Mayhem: TRINITY* turned the entirety of Absalom Station into a Hexa-World, allowing players to take their WAVERUNNERs and grow digital gardens, help key characters, and continue the fight against the villainous VOID-Recker Viruses throughout Absalom Station. Unfortunately, the augmented reality experience has caused traffic accidents thanks to its immersive play, a recent expansion introducing player-vs-player competition has inspired more competitive fans to commit minor crimes to maintain their leads.

Absalom Station remains a hub for gameplay, and the gaming culture there is casual and social, driven by spacefarers who dock into the station for brief stints. For those seeking a more intense, at-home gaming experience they're often directed to the RedGate Consoles, developed by RedGate Studios, creators of the hit massively-multiplayer online historical fantasy roleplaying game *Lost Golarion*. It originally launched with their first console, RedGate V, as a proof that their All-In-One holo-deck VR console could transport users to unknown worlds lost to time. *Lost Golarion* is based on what the developers envisioned sword and sorcery life would be like as players take on the role of adventurers battling the forces of evil. *Lost Golarion* has taken the system by storm and maintains a player base of billions across the Pact Worlds, with servers in every major city and rigs designed to fit species' unique physiologies. Many professional vidgame tournaments also cater to the latter trend for inclusivity and accessibility.

Many cultures design their own gaming rigs to allow full control and comfort for their physiology. Custom controllers can be found everywhere, and are usually designed around the genres favored in various cultures. Numerous vesk enjoy kicking back from a long day of battle with *Warpgate: Armada*, a war game that puts users on the frontlines, usually played with large motion-tracking controllers. Ysoki play almost everything and often build custom controller rigs large enough to climb into. Colloquially called Cradles, these rigs are filled to the brim with buttons, joysticks, screens, and levers. Kasatha culture designed their own gaming systems to utilize their four-armed physiology: the XStream, a handheld system with a large screen and multiple interchangeable control schemes that are comfortably placed for all four arms to play at once. This wide range of options have also given rise to vidgoblins: people of any species who break down existing consoles and combine with others to create a wholly new and original experience. For example, adaptations of the XStream and similar many-limb systems often offer split controllers that allow several two-limbed players to share the controls.

Beyond leisure activities, vidgames sometimes function as serious training or indoctrination devices by various governments and corporations. Most Veskarium academies include mandatory time playing *Tactaris*, an abstract game of player-versus-player strategy and tactics designed to teach common military concepts at an early age. Numerous versions of *Tactaris* exist, each increasing in complexity and difficulty as students learn. There are also games created to explore social, political, and environmental themes. *Preserve* is a free, multi-platform narrative game that places the player in the role of a Starfinder tasked with monitoring a proto-civilization of sapient crystal trees in a microbiome on the cusp of developing basic technology, and keeping their civilization free from outside influence until such a time as they are ready to reach the stars.

VIRTUAL INTELLIGENCE

Consumers across the galaxy constantly utilize technology for livelihood and leisure. Part of this widespread reliance, virtual intelligences (VIs) provide increasingly advanced (and contentious) ways to interface with devices. These often-sophisticated programs simulate a sapient creature's personality while lacking the self-awareness and capacity for innovation that actual sapient creatures possess—notably contrasting androids, SROs, and true independent AI. Anyone who uses a console likely already interacts with VIs, sometimes called virtual personalities, though these programs' functions and complexities greatly vary. Typically, the more complex a technological interface, the likelier it contains an accompanying VI to compartmentalize and lighten the user's workload.

The simplest VIs amount to little more than programs that parse basic feedback (such as auditory, tactile, and visual) to conduct tasks. Though they typically lack personalized appearances, these simpler VIs (often referred to as "flats") usually come equipped with preprogrammed responses or recorded voice packs to provide customers an experience that emulates interaction with sapient beings. Flats commonly function as guiding entities in public transport, retail, and generic public safety announcements, among other applications. The overall simplicity of flats demonstrates how convenient VIs can be. They help simplify complicated technology for the average user and thereby increase the accessibility of all VI-equipped devices.

Savvier technocrats and programmers design custom VIs according to their preferences. Custom VIs typically appear in smaller, privately-owned laboratories and technological facilities; however, even larger institutional entities utilize VIs in daily management, though these programs tend to come with extremely stringent security. Aspiring computer experts often tackle the creation of a personal VI as a sort of initiation, starting with the creation of flats before graduating to more complex VIs. These programmers often utilize open-source assets provided by corporations, VI-building communities, and individual creators during the process.

Sometimes corporations create VIs modeled after mascots or slogans and then include these programs in their consumer systems in the hopes of further entrenching customer loyalty through a recognizable and interactive facet. Wisely holds particular notoriety among AbadarCorp's various VIs for its dry personality and intended frugality as both a financial advisor and personal assistant module.

Sanjaval Spaceflight Systems' all-too-eager navigation assistant, STELLE, spawned enough complaints as to merit patches that reduced how often it provides directional feedback. Yet, some public iterations of the Starfinder Society's VI modules, mainly the well-informed Polaris series, have become especially popular marketing tools for the organization. VI usage and marketing vary from planet to planet, as worlds like Aballon, the *Idari*, and, to an extent, Eox, either balk at or have little use for personable or lifelike VIs. Consumers can acquire personal assistant VIs from accredited sources (such as corporations and factions) as well as from third-party programmers or community-driven tech forums. Through these avenues, people can access vast selections of premade VIs, allowing one to acquire just the right personality and appearance. Companies typically market VIs as glamorous technological accessories just as much as they tout their functionality.

Consumers constantly interface with VIs within stores, healthcare clinics, schools, media emporiums, and more, where the programs provide basic assistance while live employees handle more complex tasks. Initially designed as a VI to emulate classroom teachers, Parsey evolved into an extensive translation service for communicative species. Different versions can take on the voice, appearance, and, for some cultures, the planetary mannerisms. In the entertainment sector, the Synthphony Suite (created by Beyond Sound Entertainment, an Aspis Consortium subsidiary) includes a set of pseudo-celebrity VIs. Synthphonians each have character profiles and mutable appearances to appeal to different audiences; these personalities often collaborate in performances of coordinated audio and dance routines, with a holovid series supposedly underway.

Despite lacking sapience, VIs often draw comparisons to androids and AI, mainly in their lifelike emulations. Such similarities have caused increasing controversy regarding their usage. Various activist groups, notably the Successors of Serphaeus-6, claim VIs are caricatures of androids and therefore subtle propaganda to reinforce a subservient status of constructed "life." More and more sapients are growing concerned about how VI interaction may affect individual development of appropriate social skills and the ability to properly interact with others, as the accommodating VI personalities found in widespread technology might skew the perspective of young, developing personalities. Overreliance on VIs, especially flats, also poses the possibility of technological ineptitude since consumers increasingly need only baseline understanding to make use of their devices.

VIs created to educate impressionable youth can easily be influenced by programmed bias—intentional or not—which has been found in Vexus (the leading Vesk-developed instructional AI) and even the Polaris series. In a recent contentious move, Vy-Real, a startup company focused on VI development, put to market VI emulation tech, which would allow the company to base VIs on real life individuals, from civilians to celebrities—purportedly at the behest of consent. Regulations on VIs has proven relatively loose beyond security concerns, and the extensive infosphere communities often create pseudo-personalities based on real life figures already. Yet Vy-Real's market offering gave the practice legitimacy that sparked a collective uproar. The company's president and founder, an android scientist named Mirage-3, attempted to assuage fears by claiming that Vy-real will openly cooperate with any governing body to establish guidelines for VI technology.

MECH NAME

TIER

SIZE

OPERATORS

FRAME

LOWER LIMBS

UPPER LIMBS

POWER CORE

AUXILIARY SYSTEMS	UPGRADES

PP /

INITIAL PP

PP/TURN

POWER POINT ABILITIES

(PP):

(PP):

(PP):

(PP):

(PP):

(PP):

(PP):

(PP):

(PP):

SYSTEM FAILURE		MALF.	INOP.
1-5	Upper Limbs		
6-10	Lower Limbs		
11-13	Frame		
14-16	Auxiliary System		
17-18	Power Core		
19-20	Cockpit		

STARFINDER
MECH SHEET

HP CURRENT / MAX

SP CURRENT / MAX

HARDNESS

STRENGTH

SPEEDS

EAC

FORTITUDE SAVE

KAC

REFLEX SAVE

BASE ATTACK BONUS

WEAPON		RANGE	
SLOT		DAMAGE	
SPECIAL		CRITICAL	

WEAPON		RANGE	
SLOT		DAMAGE	
SPECIAL		CRITICAL	

WEAPON		RANGE	
SLOT		DAMAGE	
SPECIAL		CRITICAL	

WEAPON		RANGE	
SLOT		DAMAGE	
SPECIAL		CRITICAL	

NOTES:

STARFINDER

VEHICLE SHEET

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Vehicle Name _____ **Item Level** _____

Vehicle Model _____ **Owner** _____

Manufacturer _____ **Pilot** _____

Size _____ **Dimensions** _____

MOVEMENT

PILOT'S PILOTING MODIFIER

PILOTING MODIFIER _____ TOTAL [ ] = SKILL MODIFIER [ ] + VEHICLE MODIFIER [ ]

MOVEMENT TYPE

SPEED [ ] FULL SPEED [ ] [ ] [ ] [ ] OVERLAND [ ] [ ] [ ] [ ] [ ]

_____
_____
_____

COLLISION DAMAGE _____ COLLISION DC [ ]

WEAPONS

VEHICLE ATTACK MODIFIER [ ]   **FULL SPEED ATTACK MODIFIER** [ ]

Weapon		Vehicle Modifier	Full Speed	Damage
Critical	Range	Type	Ammo/Usage	Special
Weapon		Vehicle Modifier	Full Speed	Damage
Critical	Range	Type	Ammo/Usage	Special
Weapon		Vehicle Modifier	Full Speed	Damage
Critical	Range	Type	Ammo/Usage	Special

VEHICLE PRICE

TOTAL PRICE [ ] = **Base Price** [ ] + **Modifications** [ ]

FOR CUSTOM VEHICLES

Type Graft _____

Origin Graft _____

Special Graft _____

FOR CUSTOM VEHICLES

Current Hit Points [ ] Hardness [ ]

Maximum Hit Points [ ] Cover [ ]

Broken Hit Points (–2 AC, –2 Collision DC, –2 Piloting Modifier, half speed) [ ]

ARMOR CLASS

Energy Armor Class [ ] = Base EAC [ ] + Type Graft [ ] + Improvements [ ] + Misc Mod [ ]

Kinetic Armor Class [ ] = Base KAC [ ] + Type Graft [ ] + Improvements [ ] + Misc Mod [ ]

SPECIAL ABILITIES

Passengers [ ]

VEHICLE MODIFICATIONS

	LEVEL	COST	CHARGES

CUSTOM VEHICLE PRICE

TOTAL PRICE [ ] = **Base Price** [ ] + (**Modifications** [ ])

Base Price [ ] = Type [ ] × Size [ ] × Origin [ ] × Special [ ]

OVERVIEW

CLASSES

EQUIPMENT

VEHICLES

MECHS

A GALAXY
OF TECH

BUILD A BETTER GALAXY

STARFINDER

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THE PACT WORLDS SYSTEM

AUCTURN

BRETHEDA

TRIAXUS

LIAVARA

EOX

APOSTAE

IDARI

VERCES

AKITON

THE DIASPORA

ABSALOM STATION

CASTROVEL

ABALLON

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- The new nanocyte character class, whose body hosts an army of robotic nanites that empower and defend you in battle!
- The new mech system: design your own titanic battle robots with customizable parts and armaments, then hop into the cockpit and square off against epic threats!
- New rules to enhance gameplay with customizable vehicles, demolitions, and dynamic hacking.
- New player character options, from technology-themed rules for every character class to technological relics, weapons, armor, augmentations, and more.
- A detailed dive into the Starfinder setting's technological lore, from biotech and computers to media and music.

STARFINDER